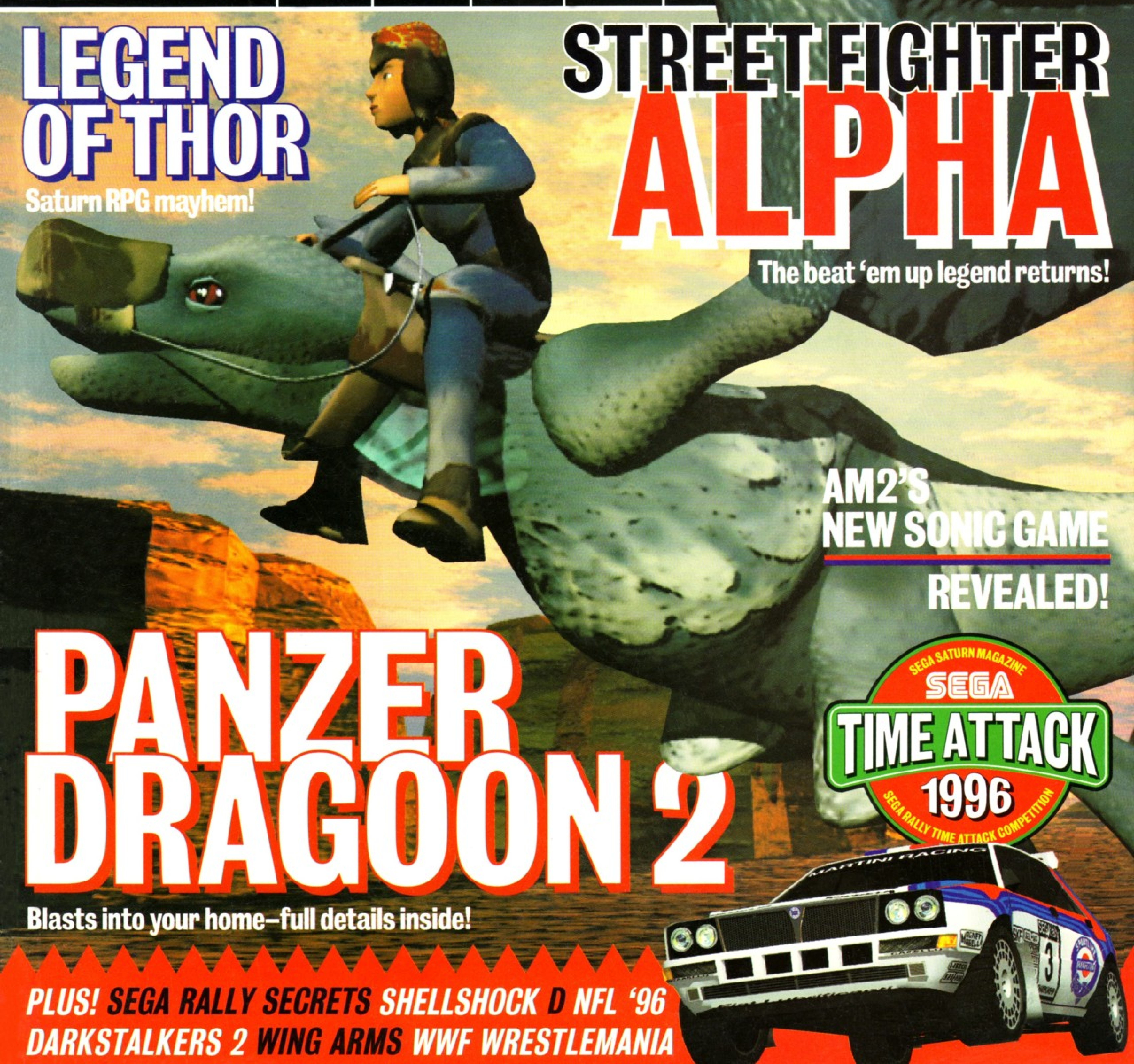
THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 4

FEBRUARY 96

£2.75



LEGEND OF THOR

Saturn RPG mayhem!

STREET FIGHTER ALPHA

The beat 'em up legend returns!

AM2'S NEW SONIC GAME REVEALED!

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

PANZER DRAGOON 2

Blasts into your home–full details inside!

PLUS! SEGA RALLY SECRETS SHELLSHOCK D NFL '96 DARKSTALKERS 2 WING ARMS WWF WRESTLEMANIA



1996... year of the Dragoon!

SEGA SATURN MAGAZINE

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SHOWCASES









COVER STORY:

SEGA SATURN NEWS

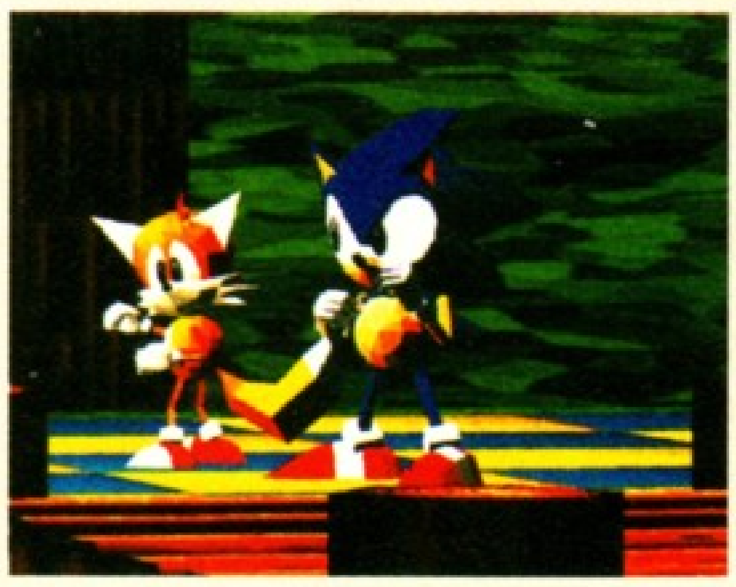
STRAIGHT TO THE TOP OF THE CLASS!

By the time you read this, Sega's "big three" will have all been in the shops for a few weeks, and we're finally starting to see the Playstation bias turn, from both a consumer and retail point of view. Virtua Cop and Virtua Fighter 2 went straight to the top of the gaming charts (Sega Rally wasn't out in the shops at the time we went to press) and it's been a long time since Sega generated this sort of excitement about their products. But what happens next? Are Sega just a three-game wonder? Nope, not at all. there's plenty of top quality software on the way, and by the end of the year, you can expect to see a home conversion of Fighting Vipers, as well as development versions of Manx TT, Virtual On and Virtua Cop 2. Plus, there's plenty of third party software to look forward to, such as X-Men, Alien Trilogy, Marvel Superheroes, Magic Carpet, Streetfighter Alpha, Darkstalkers 2 – the list is endless! Of course, you can guarantee that we'll be covering all these products in-depth over the next few months, which is why if you're interested in Saturn games, this is the only magazine you'll ever need to buy. In the meantime, take a look at the awesome Panzer Dragoon 2 (page 30) – it's little more than 20% complete and is already looking absolutely amazing – just one of the reasons why buying a Saturn is the right choice for anyone with more than just a fleeting interest in games.

Sam Hickman, Editor

SONIC REVIVAL







Put away those suicide notes. Tell the Queen to stop blubbing. Sonic is back! The irrefutable proof comes in the shape of a new coin-op that Sega's AM2 have started work on, but the surprising thing is that it's a beat 'em up! Still in the very early stages of programming, the coin-op is due for release in the summer, with a Saturn release a few months after that.

Most of the original Sonic team are responsible for the project, and Head developer Yu Suzuki has also been drafted in to help the team. In a recent interview in the Japanese Sega Saturn Magazine, producer of Sonics 1, 2 and 3, Mr Naka admitted, "I couldn't think of Sonic as a fighting game and was worried whether he could really fight with his short hands and big head. But Mr Yu encouraged me.

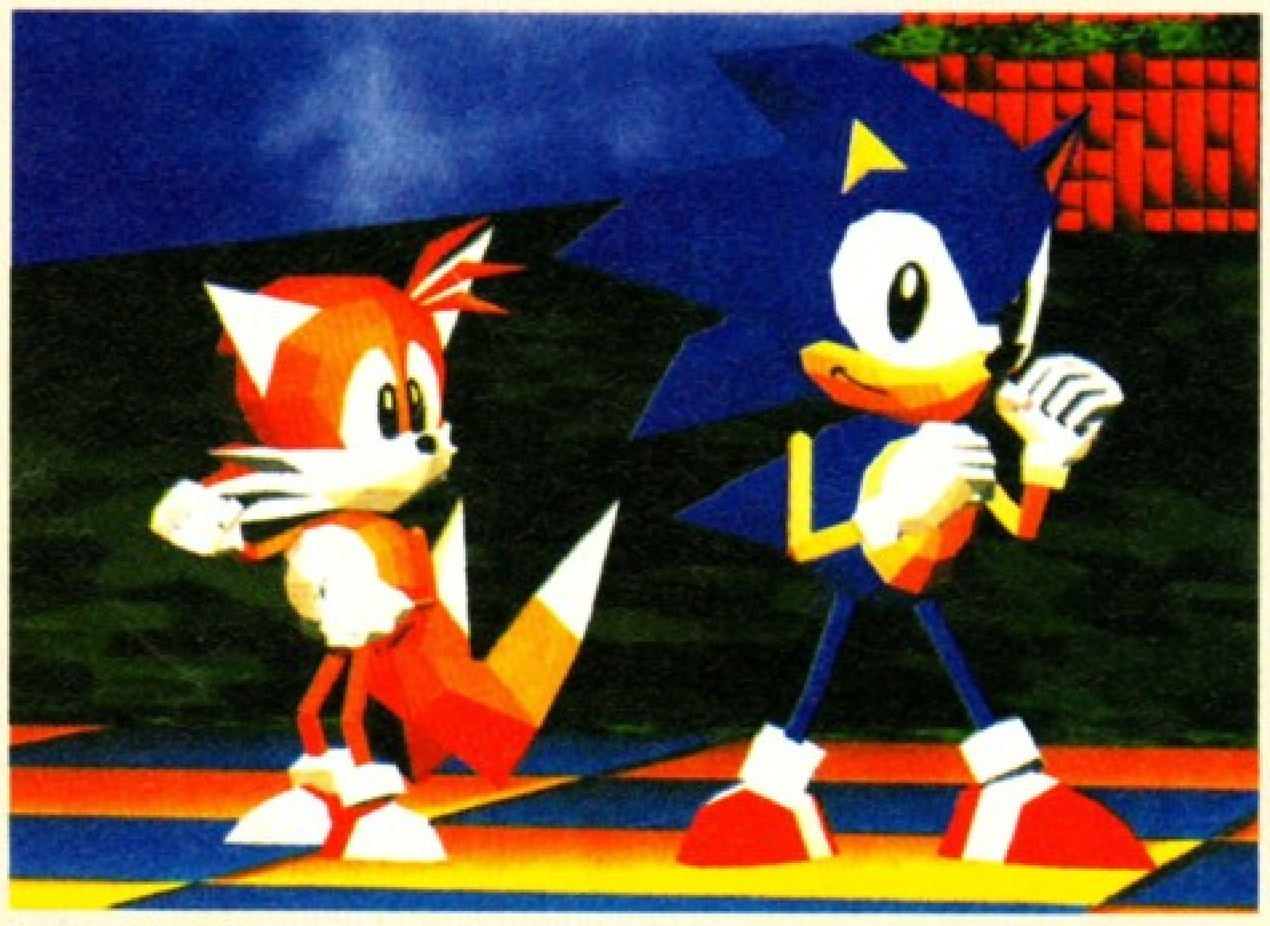
"We have made a number of Sonic works and the sprite we have used 256 patterns of animation. I was amazed at how smoothly Sonic moves. We were delighted. At the early development stage, I felt that if my impression was so good, and Mr Yu was happy, then we need have no more worries."

Mr Oshima added, " Sonic is an extremely simple design, but this makes it very difficult. Even many professional illustrators couldn't get it right. So when I saw Sonic moving, I was really thrilled. I feel that the punches and kicks are very well done – they look realistic."

Although AM2 haven't decided exactly which characters will go into the final game, Sonic and Tails will both appear, and there will be one or two new characters to discover too. In Mr Naka's own words, " I wanted the Sonic world to expand – that's why I made this particular request. Originally, there were many designs for Sonic himself, Oshima as Sonic, Yamaguchi as Tails, Yuta as Knuckles, etc.

" At present we have the best staff and are working on the best action game, though you may not quite understand this!"

Incidentally, you can find more screenshots of this title in our coin-operated section on page 16.



Sonic will utilise a spin attack in the finished version of the game, and the dialogue for the character has already been decided. The modelling of the characters is still to be finalised.

SATURN SONIC TOO!

A Saturn Sonic project has also been undertaken, with Mr Oshima (the creator of the original Sonic the Hedgehog) heading the development team. The final game will be released under the name Team Sonic, and could be based around the original game, but with souped up graphics and a 3D perspective. Mr Oshima commented, " We hope to surprise you again as with the first Sonic. We feel it will it will be effective, so you can look forward to something good!"









UK GETS *BEST RALLY CONVERSION*

In the past, Sega Europe have been somewhat guilty of bringing conversions of games to the UK that weren't quite up to scratch. Daytona USA was a perfect example. But, in recent months, things have taken a turn for the better. It seems only 100% perfect conversions will do from now on, and this is more than evident in the conversions of both Virtua Cop and Virtua Fighter 2. But, what's even better is that UK Saturn owners have been treated to the very best Rally conversion, as a result of waiting a few extra weeks after Christmas to receive the title. Yep, while US owners have the finished but-not-quite version on sale, UK and Japanese owners have been treated to the final souped-up version of the game. What exactly does all this mean? Well, here's a quick rundown...

SEGA RALLY CHAMPIONSHIP SEGA
SEGA RALLY
CHAMPIONSHIP 1995
INTERNATIONAL RALLY



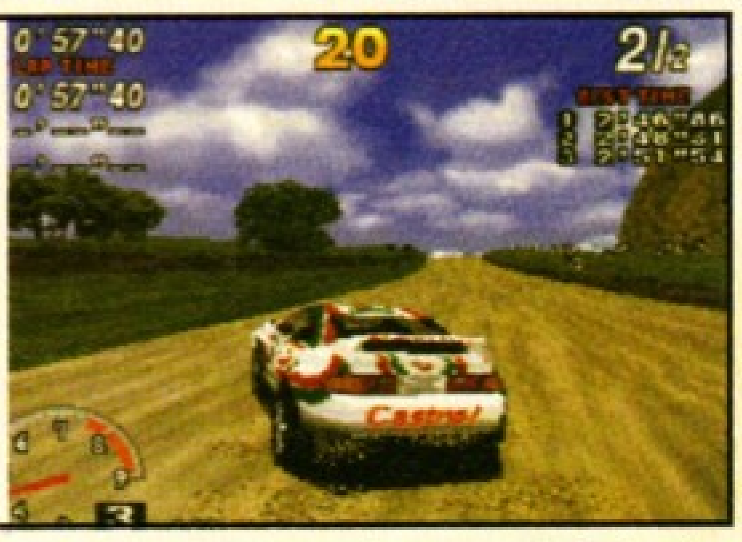
Take a look at the beginning of the Forest track. Loads of people just standing around, eh?



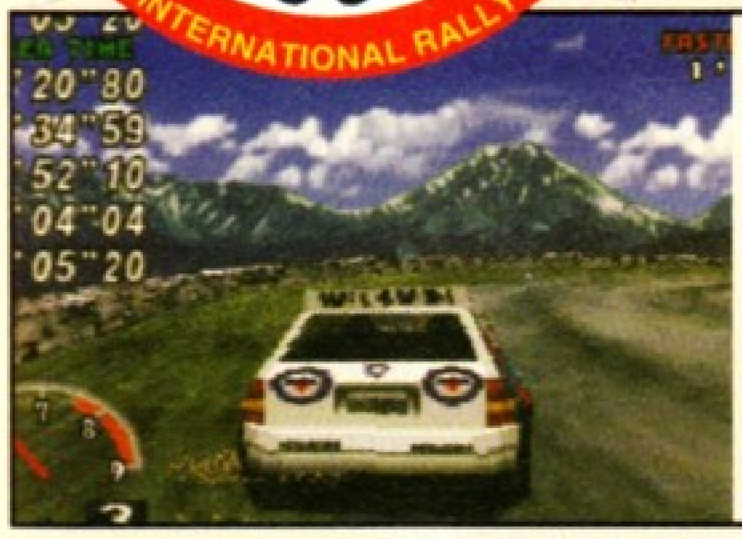
Not so in the UK version. Look, there's a funny guy standing there who just jumps up and down, waving his arms around!



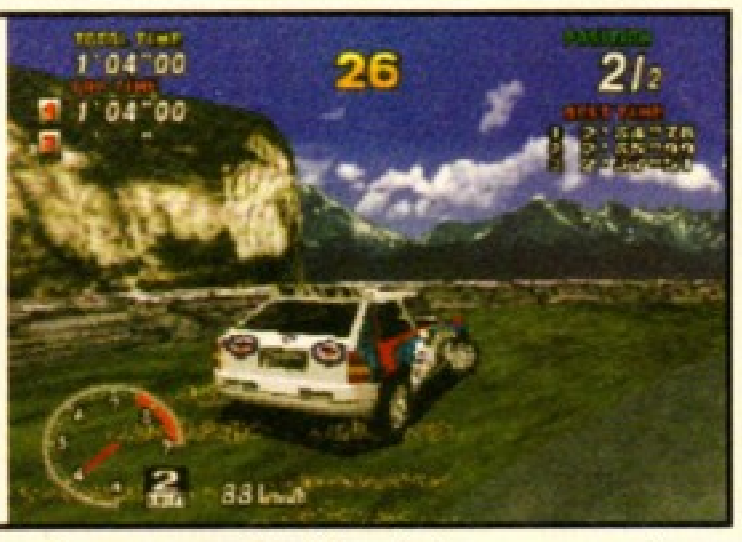
What about the car, then? Surely that's the same?



...Well, for all intents and purposes, it is. But the UK car features different decoration – it has a badge on the back. What does this mean?



The hair pin bend on the forest track is pretty impressive on the US version of Rally, but, look! There's just no detail outside of the track...



...However, on the UK and Japanese versions of the game, there's a whole new mountain that appears before you!

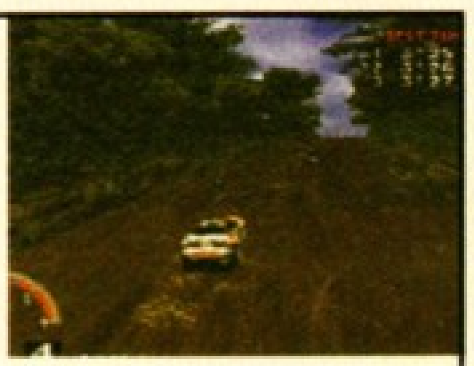


And don't forget the ghost mode configuration screen. What? Surely there's enough options here to keep every Rally fan happy?



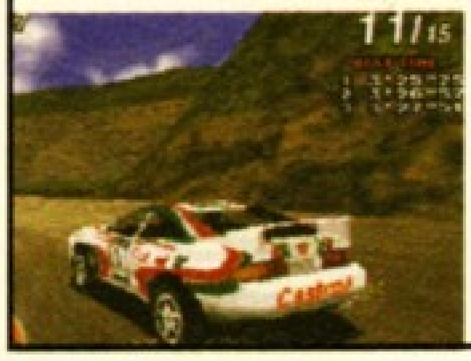
...Well, maybe not. The UK version features loads of bits and pieces that you can fiddle about with, including six different translucent cars.

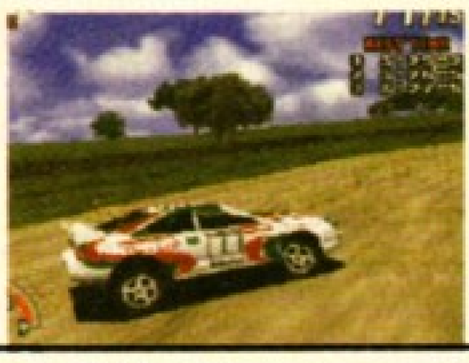






Wait! We're not finished yet! Look at the US replay mode. Yeah sure, it's pretty amazing, isn't it?







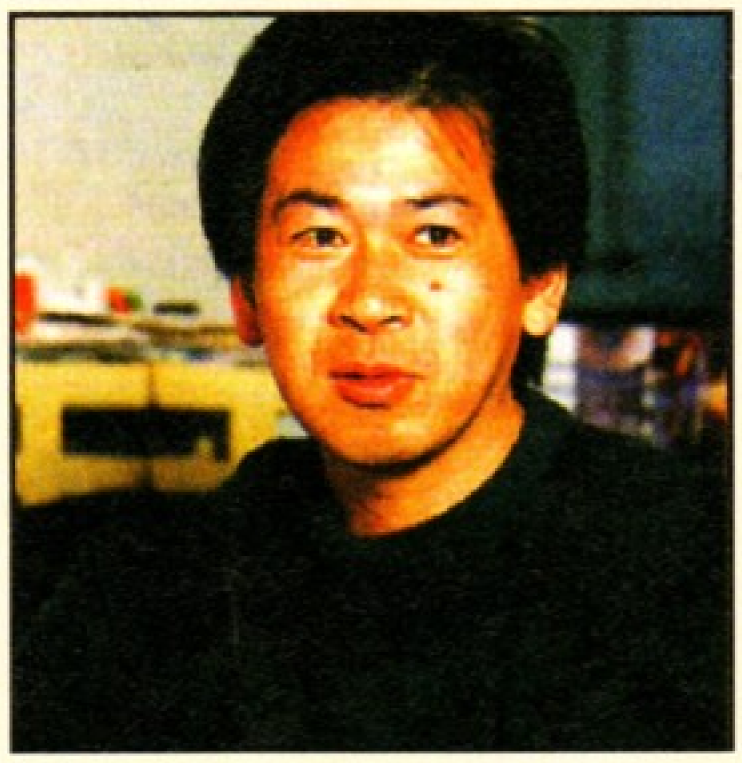
...Well, it's okay, we suppose. However, it doesn't really compare to the UK version which features a replay from both in and out of the car, plus a variety of extra camera angles. Great!

Sure, this doesn't affect the gameplay at all, but it's nice to know that UK owners have received something extra for a change. The speech in Rally is also different in many places – the commentary at the beginning of each track features better quality speech (it's different too), and in between replays there's some even more cheesy voiceovers. Double great!

LIKE TO MOVE IT!

When questioned over the actual movements of the characters (in the Saturn title), Mr Naka was also confident for the final results. " The poses are already terrific And almost all the people involved with Sonic so far are lined up, so I think I could show you some graphics which you wouldn't believe possible on the Saturn!" Mr Suzuki added " That's good to hear!"

With any luck, we'll be able to bring you more news of this game next month, when more firm details have been set.



Yu Suzuki isn't involved in team Sonic's Saturn game, and has been drafted in to oversee AM2's coin-op title.



This is Mr Naka, the producer of Sonic. He's so highly regarded that the new Team Sonic project is nicknamed Nakas in his honour.



And this is Mr Oshima, the original designer of Sonic the Hedgehog. He's also working on the new Team Sonic title.



BUG! 2





After his debut sojourn onto the Saturn, Bug! is back in a sequel currently under development in America. The original Bug! was damn tough and by all accounts the sequel is too. The developers have stuck very closely to the familiar Bug! formula although obviously the puzzles will vary and the game will be polished up a bit. We'll keep you posted on the progress of Bug! 2 so expected to see some in-depth coverage on this title in the near future.

VIRTUA FIGHTER 3 UPDATE

No pictures from the 30% complete Virtua Fighter 3 have been released to the press yet, but Yu Suzuki is very confident that people will be absolutely amazed at the first pictures, which should be unveiled to the Japanese press within the next month. However, it was revealed that in Virtua Fighter 3, the stories for each character will be altered a great deal and Dural may appear in a completely different form. The tournament will possibly be set some years later than in Virtua Fighter and VF2, although some of the characters will have been "saved". More next month.

WIN! VF2 MODELS!!

Hold on to your hats because there's a grand freebie coming your way. Well, not exactly that grand to be honest but free nevertheless. It's two VF2 models — Akira and Jackie — who will sit nicely above the fireplace next to your Art Deco ornaments and Ming vases. What's great about these particular items of Japanese mass consumption though is the fact that they have sweets in them as well! The sweets are kind of like chocolate fingers wrapped in silver foil. Can't resist can you. OK then, here's what you've got to do. Simply answer this very easy question: Which character in VF2 likes to fight drunk? Send your answers to: VF2 MODEL COMPO, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU by Feb 30th.



ROLLING START!

Wondering how on earth Johnathan Bell managed to get his excellent time on the expert track of Daytona? Well, we were pretty amazed too, but unfortunately, due to the quality of the video he sent in, we can't take pictures from his original game. Instead, we've decided to re-create the race ourselves, by taking the exact same route as Johnathan did. And if you're thinking of taking the route yourself, here's his exact path for you to have a gander at too (beginner and advanced tracks will be shown next month).



Here's the map with the basic positions where our esteemed winner made it count.



Ok, so the first thing he does is cross lanes to get a good angle on the right-hander.



Then he crosses back giving him plenty of leverage to make the turn.



Some amazing breaking on the U-bend enables John to maintain his speed.

Heroic Patience

You're probably wondering what's going on with Guardian Heroes since our Showcase in the last issue. This excellent beat 'em up adventure is due out in January in Japan but it's going to take a bit longer to arrive over here because all of the text has to be translated, a task which is actually quite a complicated and laborious process. At the moment it looks like it will be released around Easter, but you can rest assured we'll have the first review in next month's issue.





ON THE *MOVE*!

A new version of the Saturn went on sale in the early part of December in Japan. Created in conjunction with Hitachi, the "Game and Navi Hi-Saturn" is a smaller Saturn with a car navigation function. Standard software from car navigation companies in Japan can be used with the system and the machine is expected to be a great success. No plans for a UK release, but then that's not surprising really, is it?

PANZER DRAGOON 2



With this game as our cover story and a lengthy Showcase in this issue (pages 30 - 37) there's basically only one thing left that you'll want to know about Panzer Dragoon 2 and that's when it's going to be released. There's no specific date as yet, but Sega have informed us that it's going to be in the shops by May. Okay?

IT'S NICE TO INQUIRE!

Flicking through this issue you may come to wonder what it is we do when we're not busy working our way through the complexities of the latest game or typing furiously at our keyboards. The answer for the most part is take phone calls from readers desperately stuck on a game. There they are, blubbing away, the sound of crockery breaking in the background, begging for us to help them out. And if only we could, but if we spent all our time doing that, then this illustrious magazine of ours would never get written. But there is light at the end of the proverbial level! Now that Sega are all happily settled in to their new offices they've finally got round to setting up a hotline. So, if you've got any problems with one of your Saturn favourites, give them a call on **0891-787810**. Ahhh, peace at last!





Virtua Death

Expect to see one of those 'corruption of the young' storms heading this way soon. Why? Because in America (where else!) John Lin, a business student, shot his wife's divorce lawyer dead, injured a policeman in the process and then shot himself. The reason? Well, apparently Lin was a regular at a Boston arcade where he was a big fan of Virtua Cop. Police found hundreds of arcade tokens in his car as proof of the fact that he was addicted to the game, and they claim that his gameplaying expertise had much to do with his formidable aim. Criminologist James Fox, commenting on the problem of desensitization said, "Shooting people can become very similar to shooting objects in a game". Oh dear. In the desperate struggle to apportion blame, it looks like the fundamentals are yet again likely to be lost beneath a welter of high moralising and apocalyptic finger pointing. Our bet is that the divorce probably had something to do with it. Or even that John Lin had a decidedly slender grip on reality. A far fetched hypothesis maybe, but then we're no detectives. As for Sega, how does the saying go, 'any publicity is good publicity'?





MANGA HITS CD!

Manga have long been at the forefront of Japanese cartoons and their video's sell unbelievably well, especially classics like Akira and Street Fighter II. Now, in keeping with their close relations to the video game market, Manga have released a range of titles on to CD so you can play it on your Saturn. Although there isn't the same number of titles available as there is currently on video, Manga plan to convert them all to CD, so you can rack them up next to your games!





Cheeky but effective, John takes a short cut across the grass saving him valuable time.



Who cares if you hit the cones, so long as that motor keeps turning over at speed.



Again, John shows some real vision by committing himself to a handbrake turn.



Hugging the corner as he comes out of the turn, all that's left now is the quick finish!

RELEASE DATES

FEBRUARY: X-MEN: CHILDREN OF THE ATOM, WING ARMS, CYBERIA, TOHSHIN DEN S, JOHNNY BAZOOKA TONE, WORLD CUP GOLF, VIRTUAL GOLF, F1 LIVE INFORMATION, MYSTARIA, GALACTIC ATTACK, TRUE PINBALL.

MARCH: BAKU BAKU ANIMAL, D, CASPER THE FRIENDLY GHOST, GUARDIAN HEROES, DARIUS, NFL QUARTERBACK CLUB.






THOR'T YOU MIGHT FIND ME HERE

Looking for our expert showcase on the Legend of Thor? Well, we have a little confession to make. You see, at the last minute, things didn't quite go to plan, and the game wasn't sent from Japan in time to get into the mag. But, by then, the cover had already been sent to be printed. So, er, sorry about that. We had hoped to get an extended news story on the game instead, but it seems programmers, Ancient, are being somewhat cagey about letting the public see their development plans. We will however, be featuring it next month. So you see, it's not our fault really. Honest.

The Bomberman Cometh!



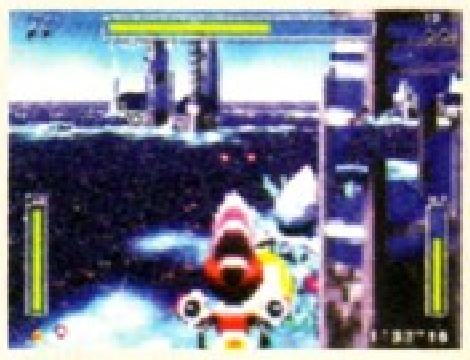
Bomberman, that cult classic of a character, is due to make his debut on the Saturn. For those of you who aren't familiar with the Bomberman series (he predominantly appeared on Nintendo consoles), it involves solving puzzles at furious speed and destroying enemies out to thwart you. How do you do this? By detonating a whole range of bombs of course! Expect more news on this soon!



G BOCKER GLORY!

Saturn Link-up games are on the way! Currently in development is a 3D shoot 'em up strangely named "G Bockers". We've no idea why exactly, but the game looks pretty good anyway and is due for an early February release in Japan. There's not much information on the title at the moment, but the programmers were adamant that the game would not be a Doom copycat, and would feature some very novel, cutesy gameplay. This is the first ever game that will use the link-up cable and although there's been no word on a UK signing, it's almost certain that someone will snap it up for release over here. Anyway, here's a few screenshots – expect an update next month.



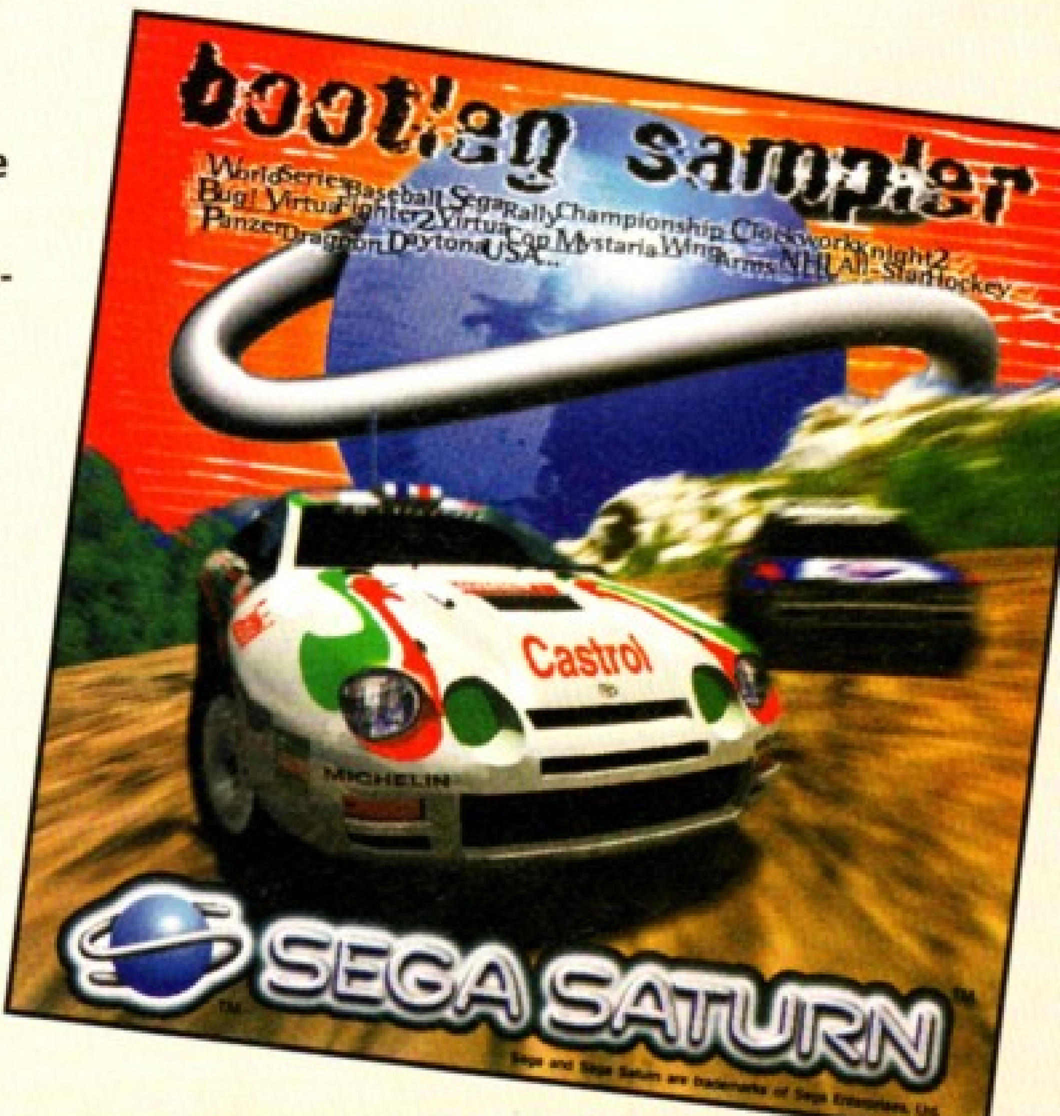




It's the Saturn link-up cable! About time too!


G Bockers is the first Saturn link-up title!

To CD or not to CD?

After the phenomenal response we had to our cover-mounted CD in the January issue, many of you have called in to ask if this will be a regular feature in the future. The answer is yes, although this doesn't mean every month. Instead we intend to release a CD of the same standard as our last every three months or thereabouts. This means that you're not paying an extortionate price every month for a demo that might be decidedly shabby. Make no mistake though, when we have a CD on the cover we mean business, so expect to see a collection of playable demo's from the very best and very latest releases. Oh yes!





theme PARK™

DESIGNER SERIES™ BY BULLFROG™

Theme Park, the classic management game from Bullfrog, is now available for your Saturn, and it's better than ever. Compete with 19 other power freaks to build the world's best theme park, and make a packet of cash on the side. **Gasp!** As your customers defy death on 25 pant-wettingly cool rides, including the option to design 5 of your own. **Cackle!** As they spend vast sums of money in your 15 different shops and restaurants. **Laugh!** When they're violently sick as they try to eat a hamburger on the 360° rollercoaster. Hire a variety of people in silly costumes, then fire them just for the hell of it! Yep, it's japes aplenty in the world of the funfair, so why not come along for the ride?

park life!

"one of the most highly acclaimed games of all time" **90%**
Sega Saturn Magazine









BULLFROG™

For more information about Theme Park, visit Electronic Arts on the Web at http://www.ea.com/bullfrog.html
or telephone 01753 546 465, email uk-support@ea.com, or write to Electronic Arts, P.O. Box 835, Slough, Berkshire SL3 8XU

In Development

Once again, we bring you our amazing in development section, featuring, the excellent Magic Carpet, Virtua Fighter 2 portrait disks (which sadly won't make their way over to the UK) as well as Gundam, Congo, and loads more assorted tat that won't see the light of day in Blighty. Nope, not ever. Sad really, isn't it?

Magic Carpet

BY BULLFROG RELEASE MARCH

Bullfrog have always been associated with high quality games, and so far, both of their efforts on the Saturn (Theme Park and Hi-Octane) have been of pretty high quality, and it seems as though Magic Carpet could be their best release yet.



Developed in sunny Guildford, the Saturn version is a port from the original title on the PC, although there's loads more levels than were found in the PC title. Magic Carpet was one of Bullfrog's most successful games of last year and in true Bullfrog style, the actual game mechanics are pretty innovative. Although on the surface, this may seem like an ordinary shoot 'em up, once played, you'll discover that it's very different from anything you'll have seen before.





The object of the game is to build castles up from nothing in your wizard mansion-type thing in the sky. To do this, you'll need to collect mana by shooting monsters and gaining spells. Once you've built your castle, other wizards will appear out of nowhere and attempt to destroy it, and you'll have to try and destroy their castles too. As the levels progress, the rate of explosions and frantic whizzing about increases and makes for a brilliant adrenalin-inducing experience. There's been many rumours as to whether this game will have a link-up facility, and at the moment, it still hasn't been confirmed whether Bullfrog will incorporate this into the final game, but they certainly believe that they're capable of producing it – they're merely waiting for the development hardware to arrive from Sega of Japan. However, whether the game is link-up or not, there will still be a two player mode and it's this mode that's likely to be the most exciting when the game is released around Easter time.





A swarm of malevolent bees approach. Magic Carpet is filled with loads of the freakiest creatures you're likely to see. In fact fellow aesthetes, it all looks a bit like a Dali painting!



You can launch balloons that disappear into the desert in search of mana. The more mana you collect the more powerful you become making your castle in the sand grow and grow!









WORLD WAR 2 GAME 2

BY UNKNOWN RELEASE TBC

Remember that obscure World War game that let you blow the living daylights out of the French? No? Well, it's not surprising – although it was a fairly big hit in Japan, it was never released over here, probably because the market for strategy titles is somewhat obscure. Still, this sequel is loads better than the first title, and although Sega haven't confirmed a UK release, there's no doubt that it would do fairly well over here in small numbers. But, it seems a UK release is not on the cards, as too many of the bomb-the-hell out of France graphics would have to be changed.

Ah well. Still, there's no doubt that if you're into strategy type games, this is probably one of the best you could hope to come across, and for this sequel, there's the addition of more campaigns (ones from the *real* world war you know) where you get your own unique chance to change the history of the Second World War. Which is one reason why it's probably so popular in Japan. As for the rest of the game, it's quite difficult to tell exactly what's going on as there's so much Japanese text it makes playing the game quite difficult. But if you're a particularly ardent strategy fan we're sure you'll be able to work it out.











Virtua Fighter 2 CG PORTRAIT DISKS

BY SEGA RELEASE UNLIKELY

You like them. We like them. God dammit, everyone likes them. But Sega UK won't be releasing the CG portrait disks over here. Why not? Well, there's no real reason why, but it's probably down to the fact that us UK gamers just aren't as fanatical about our games as the Japanese, and they'll buy almost anything as long as it's endorsed with their favourite game characters. Still, it has to be said that these portrait disks are an amusing, if slightly useless addition to any gamer's collection.

This month sees the addition of Pai, Lau, Wolf and Akira to the collection (two characters are released on CD every month) and sees the characters in a number of rather decadent and sometimes (in the case of the girlies), compromising positions displaying their decadent, affluent lifestyles.

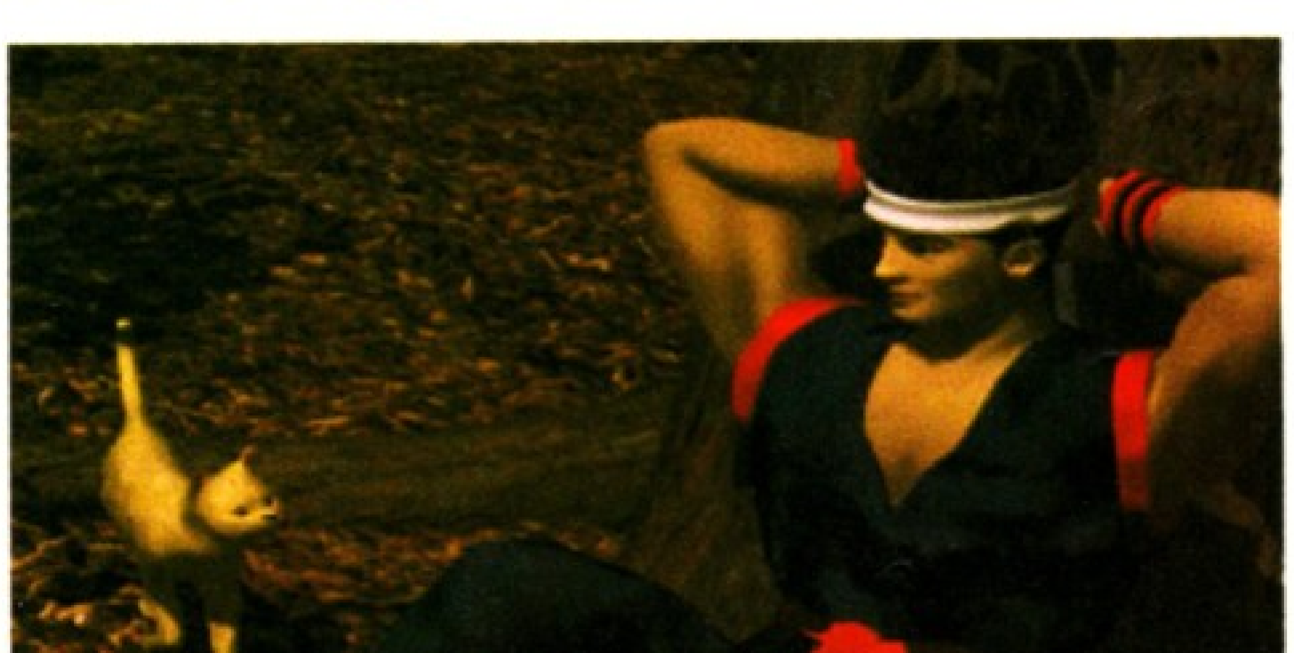
Anyway, as we said, these disks aren't much use really, but they are quite nice to look at, and it would be great if Sega decided to give it away free to all registered Saturn owners, wouldn't it (please)?















CONGO

BY SEGA USA RELEASE TBC

This wasn't exactly the hit the creators thought it would be – after the success of Jurassic Park, movie creators thought that original author Michael Crichton had the midas touch when it came to hollywood block-busters. but alas, Congo was a bit of a flop when it was released mere months ago into British cinemas. However, by that time, developers had already started work on the Saturn version, and although it's unlikely to see the light of day over here, this is due to be released in the States within a couple of months.

The game action is pretty predictable stuff – armed with a gun and little else, the brave explorers must track down all the nasty beasties that inhabit the jungle, while also discovering the mystery behind the intelligent apes. Sort of like Doom, but out in the open. Anyway, as we said, it's very unlikely that this will be released over here because the film didn't do too well and no one's interested in it anymore, but the final version may just well turn out to be better than everyone expected. Look out for more news on this one next month.







Victory Goal 2

BY SEGA RELEASE TBA



Now, before you go groaning off to play a *real* football game, hold your horses. While Sega's original Victory Goal may not have been the true football experience that Saturn owners were after, they're certainly not going to leave their footballing efforts at that. Oh no. They're going to do Victory Goal International, and unleash that upon the world. Then, when everyone's sick of that (luckily this won't see the light of day in the UK), they're going to turn everything on its head and create a football game that's really good.

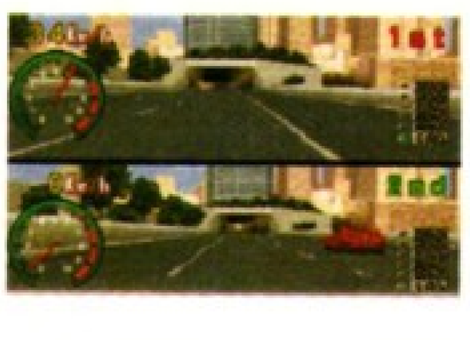
No, it's completely true, despite what you may be thinking. The developers in Japan have learned their lesson and had their hands slapped a thousand times over for producing a sub-standard kickabout and have vowed never to make the same mistake again. So, as a result, Victory Goal 2 will be completely different from the original game. Gone are all the dim-witted players of the past, and in are new super-intelligent players with lightning feet and super-fast moves. The graphics are also much different from the original title, this time all the players have been given the digitised treatment, and there's loads more zooming about action than before too. Luckily, this isn't one of those in development games that will never appear here in the UK – it's actually already down on Sega UK's release schedule. However, the development bods haven't decided which month it will be released. We'll keep you posted though – it's sure to appear within the next couple of months.

Dead Heat

BY JVC RELEASE TBC

Race games are big at the moment. Maybe that's because they're the best way to show off the power and speed of your new 32-BIT machine. Who knows. We don't really care. All we know is that there's quite a few of them. And JVC in Japan are ready to enter the fray with Wangan Dead Heat. But how are they going to separate their effort from amazing productions like Rally? Well, Wangan equips you with a real-life navigator to guide you around the tracks. It doesn't matter that there's only one route through the race and that your navigator doesn't ever say anything, because she's actually just some bint in a bikini! Yes, show this game to your dad and you're sure to get a Saturn for your birthday once he claps his eyes on the FMV "beauties" on offer. The sad man. Hopefully this disgrace will never see the light of day in the UK. If it does we'll be the first round to JVC's offices to kill everyone we see.







Dragon Force

BY SEGA **RELEASE** TBC









If there's one thing the Japanese like, (apart from cartoon porn), it's sword 'n' sorcery RPG's. Good on 'em we say – RPG's are great. And the Saturn, despite its plethora of lovely-looking adventure games, is thin in the thatch where proper elves and dungeons and stat points games are concerned.

Which is why Sega Europe are looking into the possibility of translating and releasing Dragon Force, a Shining Force-esque swashbuckling adventure featuring lots of magical characters and epic questing. It's certainly detailed, with hundreds of activity menus and options and things to fiddle about with in-game. But not being masters of Far Eastern lingo we're not sure if the plot's any good yet. Hopefully we'll get the chance to review an English version of this, as it'd be nice to see something of this ilk bolster the Saturn software rep.



Loads of Japanese text that we can't understand! Just what we like to see in a complicated strategy game.



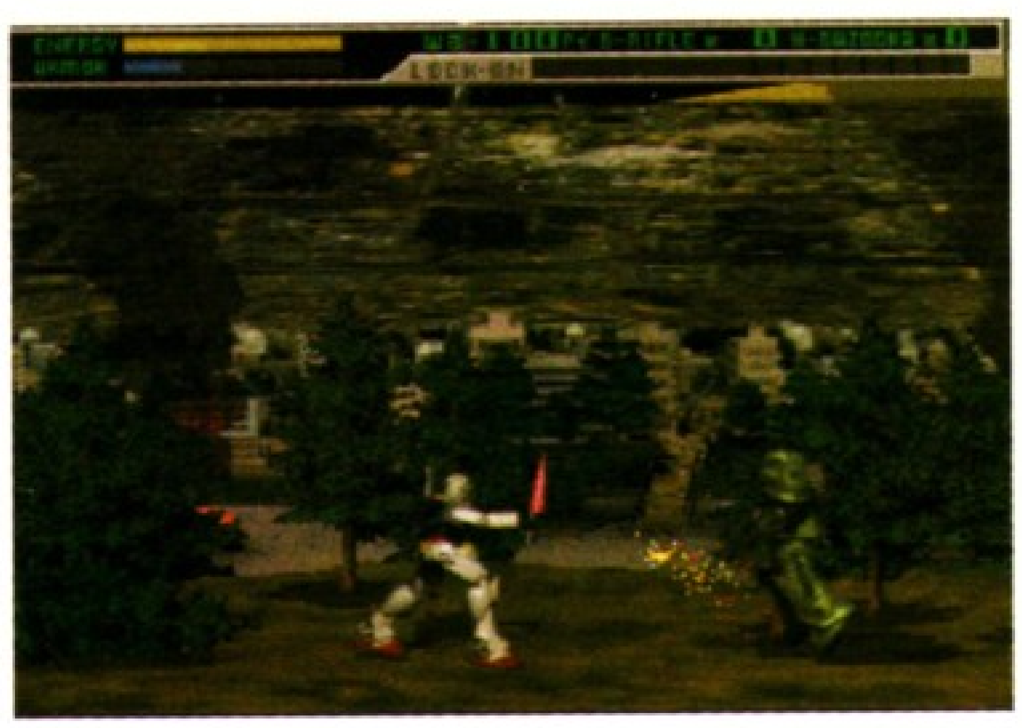
Crikey. look at him. he's a big fellow isn't it. He looks like he might kill you. Maybe you should run away.

GUNDAM

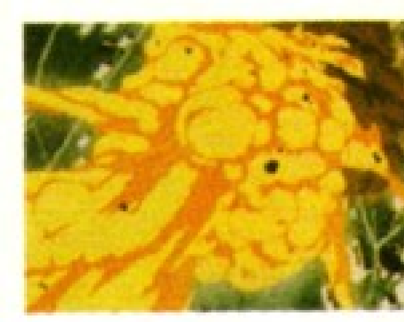
BY UNKNOWN **RELEASE** TBC

Japanese people like their giant robot suits. In fact, it's easy to believe that, given the option, they'd all run around in giant robot suits in real life, fighting each other and destroying cities. But there's no need for them to resort to that kind of behaviour so long as A) no-one invents giant robot suits, and B) there are games such as this new Gundam title available to sate their cybernetic oil-lust. Gundam is, much like other examples of this genre, a scrolling shoot/beat 'em up which pits your little Gundam (who's still bigger than a house) against some other Gundams, on land, and even flying through space.

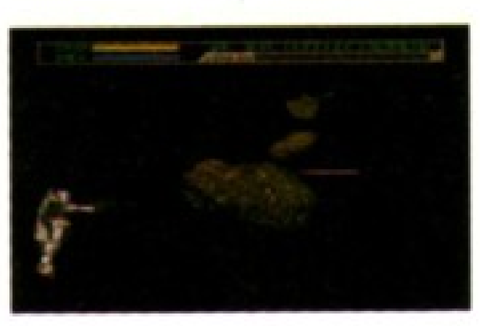
Basically, Gundam's chances of UK release are somewhat diminished by it looking exactly like a SNES game. And not even a good one. One of those hideously boring imported small-time licenses by a third-rate software house you'd never heard of. And it seems, in its albeit unfinished state, absolute cack.











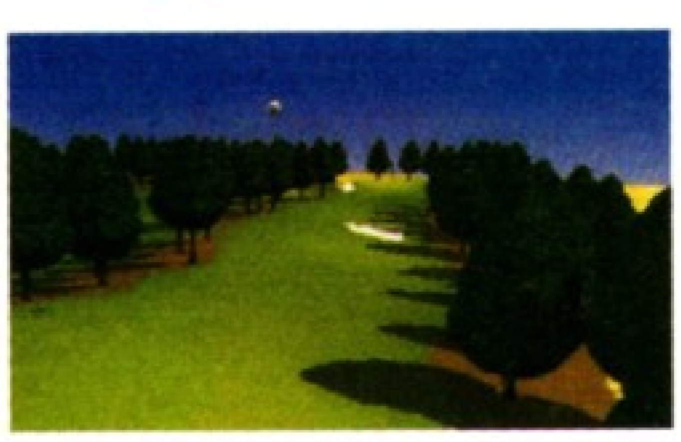




Augusta Golf

BY SEGA USA **RELEASE** UNLIKELY







Everyone knows that golf is the Devil's sport, and must be eradicated. Everyone except golf players and, these days, video games fans. For golf games, no matter how crap they are, always seem to sell like hot cakes over here. Although, that said, the UK hot cake market is experiencing something of a slump at the moment. Anyway, just what the world needs – another golf game – may hit these shores some time in the future. It's called Augusta Masters Golf, and it's based on the engine for Pebble Beach Golf. In fact, who do we think we're kidding, it *is* Pebble Beach Golf, but with a different course. The same dodgy animation for your bloke and his boiler-suited caddy, the same gameplay, but new scenery. This may or may not be good news to you, depending upon your opinion of the original, but just to ease your mind and nerves, we'd just like to tell you that it's never ever coming out officially over here. So tough tits if you did like Pebble Beach.

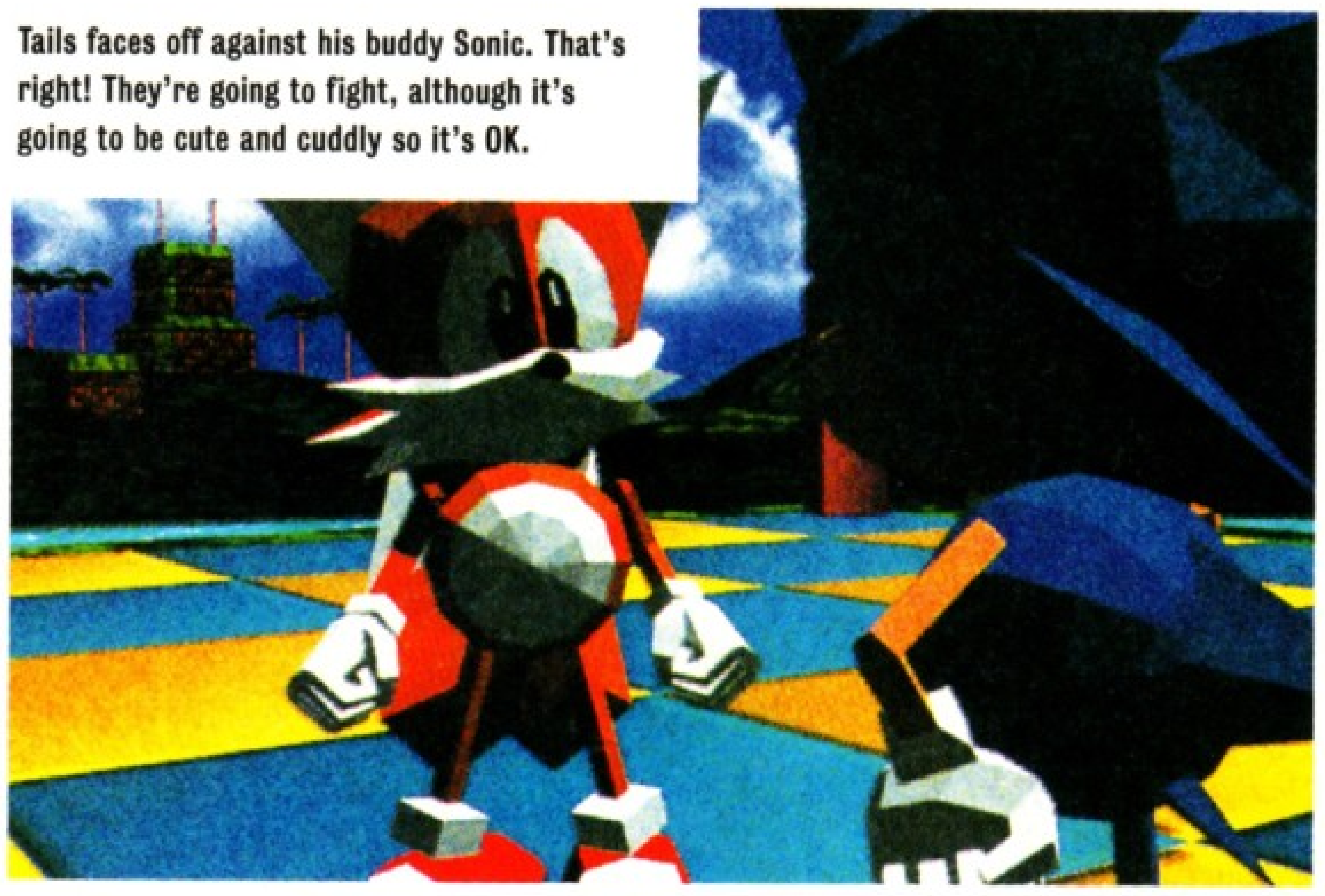
COIN OPERATED

Rather than concentrate on one coin-op alone this month we've decided to take a look at a few of the impending coin-op releases. It's a mixed bag indeed with the return of Sega's most notorious representative, some out of its box boxing and a chance to get in the saddle of the Manx TT Superbike.

People were waiting and wondering about the little fella. Would he be forgotten amid the frenzy of the 32-bit party? Left at the back without a drink, talking to nobody? Well put those handkerchiefs away because we can reveal that Sonic is back, and of all the things he could be doing he's in his own fighting game! Although it's only about 3% complete at the moment, AM2, creators of Virtua Fighter, have started work on a Sonic coin-op in which the spiky fella takes on other characters from the Sonic series in one-on-one fights set in a variety of arenas from Sonic world.

The idea for a Sonic beat 'em up occurred more by accident than anything else when one of the AM2 programmers decided to stick Sonic in the Fighting Vipers code. Yu Suzuki saw it, gave it the nod, and work was started right away on putting it together. Sonic's moves are typical beat 'em up fare with spinning kicks, throws and leaping attacks but they all benefit from Sonic's unique characteristics.

What this means for Saturn owners is that a conversion is also on the cards. In fact, work on the Saturn version could begin within the next two months! As for the arcade, that's expected to be filling up with coins by the summer when it is expected to be released.



Tails faces off against his buddy Sonic. That's right! They're going to fight, although it's going to be cute and cuddly so it's OK.

SONIC BOOM!







At the moment Green Hill Zone is the only fighting backdrop available. However, AM2 intend to include all of the familiar Sonic scenery that fans have grown to love. Expect to see all of the characters in competition as well including the evil Dr. Robotnik, the groovy Knuckles and some of the game's more distinctly bizarre types.



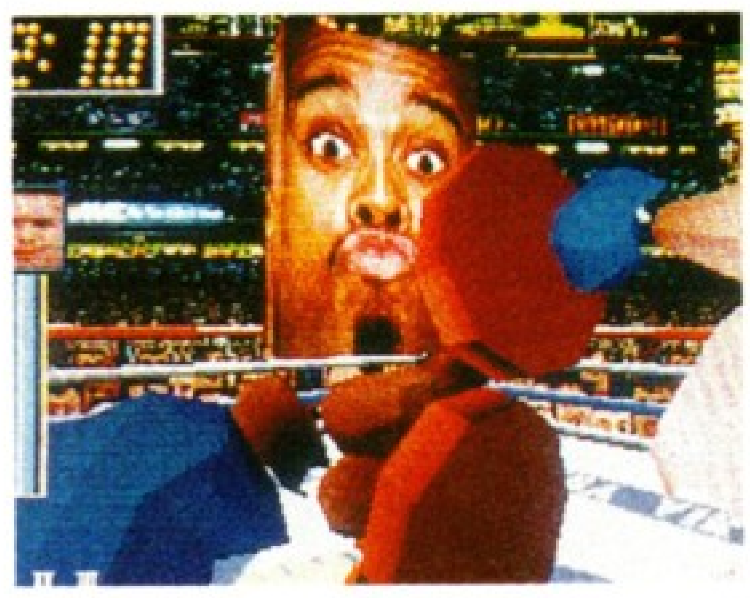
MAKE IT FUNKY!

Boxing does funny things to your head. Gives you a flat nose, cauliflower ears, a mushed brain. Nothing like Funky Head Boxer's though, the latest and possibly strangest coin-op from Sega about to his the arcades. The dimensions of these boxer's are a little out of proportion to say the least. Each of them comes with a huge cube shaped head and giant boxing gloves. When a fighter is hit, his box head begins to contort and the expression on his face begins to deteriorate until he looks like a punch drunk mess.

The boxing itself isn't strictly Queensbury rules either, with fighters using some off-the-wall techniques that see their reach extend immeasurably with the help of an over-flexible arm, or one of many other cunning tricks available. The fights take place over one round only with three knockdowns becoming the equivalent of a knockout.

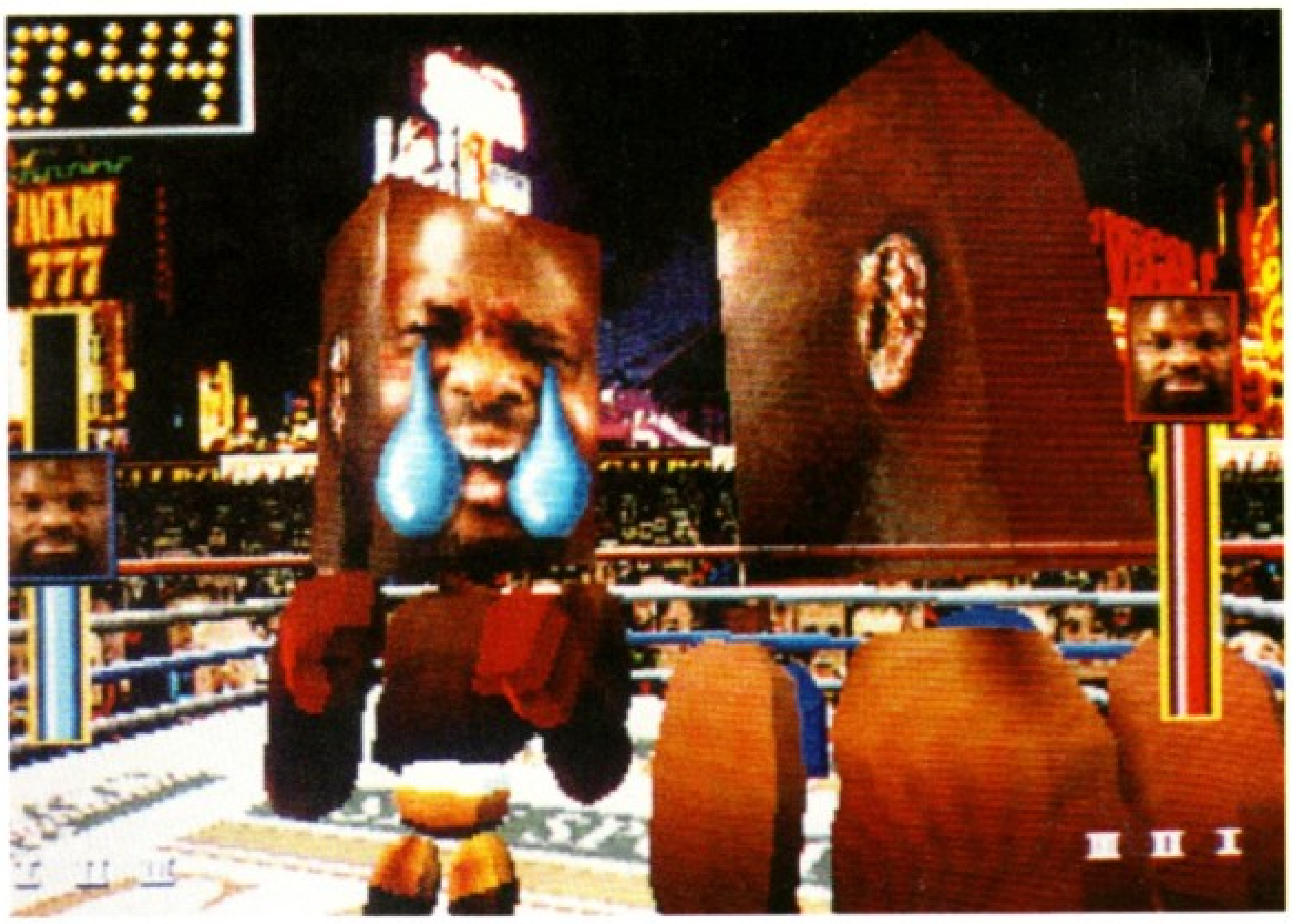
Although this is only available as a coin-op at the moment, plans are underway to convert this wacky title to the Saturn. If nothing else, it stands to make a name for itself on novelty value alone. What will they think of next!

The giant boxing gloves match the giant heads! Is this wacky or what?!

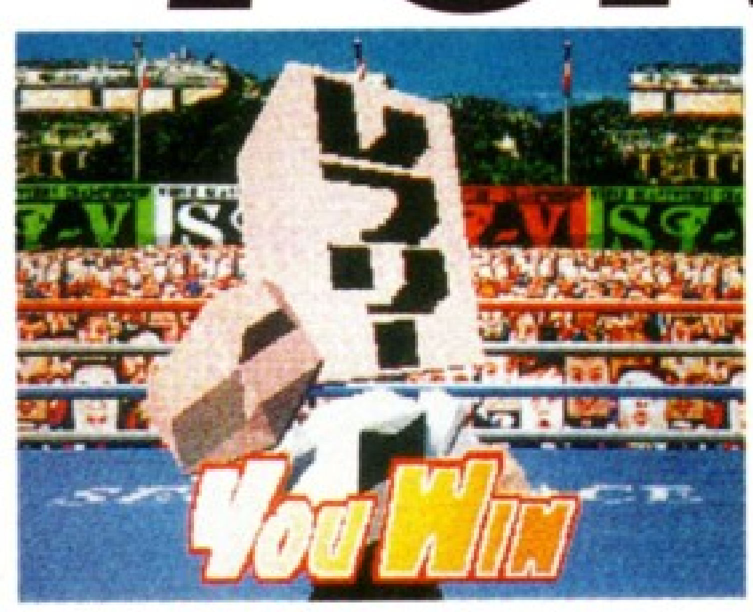


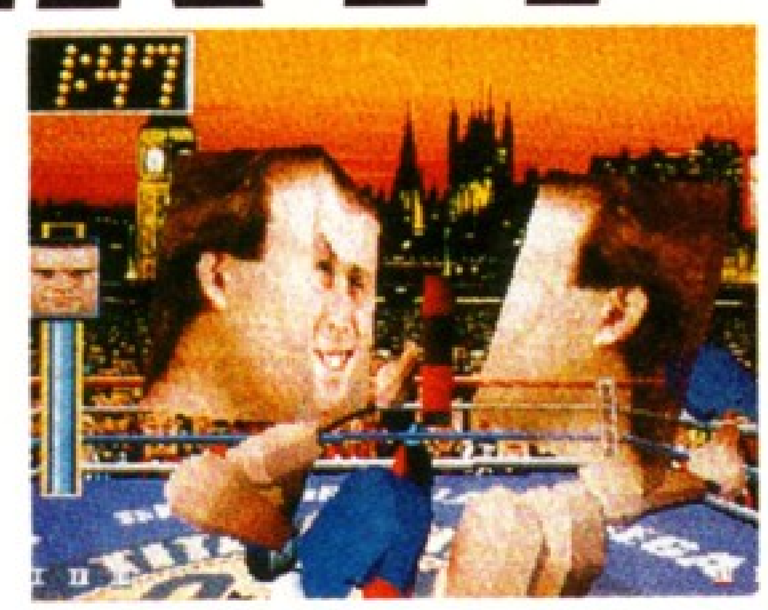
No longer square, this boxer's head has begun to warp with the constant damage!





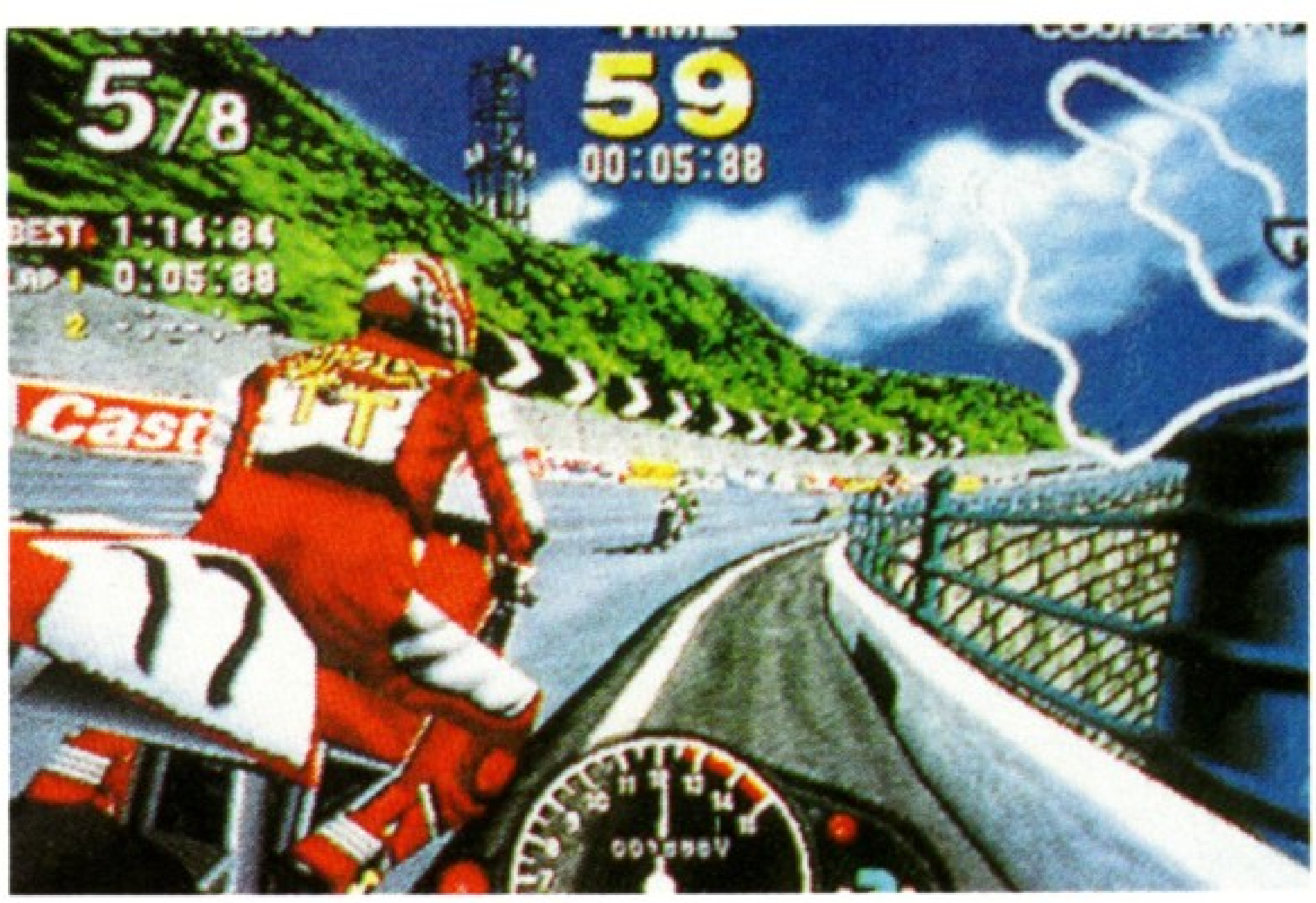
The more a boxer is hit the more his expression changes. Our crybaby here is obviously not having much of a good time. The bars at the side show the level of a boxer's energy.





SADDLE UP!

Following up our extensive coverage of the Manx TT coin-op last month, here's a look at the actual arcade machine. The bike as you can see all looks very nice, bulky and shiny. To enhance the realism it apparently features the genuine sampled sound from all those bikes at the infamous Isle of Man race and uses throttle-induced acceleration to make everything feel as close to the real thing as possible.









BY	ACCLAIM
STYLE	WRESTLING
RELEASE	TBA

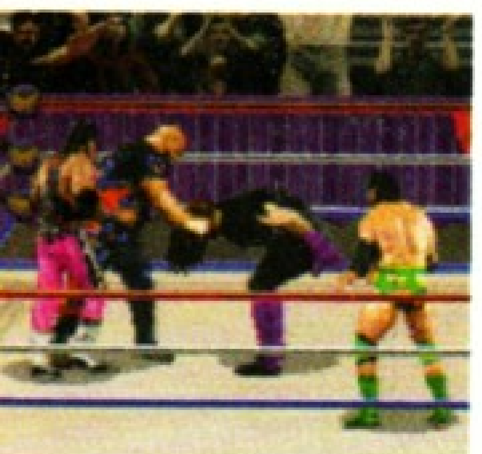
Yes, another one. But could Wrestlemania be the WWF series' saviour? Perhaps, because this is wrestling like you've never seen it before. Pin 'em down!

Acclaim's WWF series is fast becoming the Friday the 13th of the video game world. With assorted variations on the grappling theme adorning every console format known to man, the popularity of messrs Undertaker and Duggan seems to have transcended most 'kiddy fads', as shown by Acclaim's faith in their license to unleash it upon unsuspecting Saturn owners. Taking a step back from WWF Raw, Wrestlemania is a perfect conversion of the Midway coin-op of a year or so back.

Offering eight wrestlers, the bare bones of the action is a massive free-for-all, with the player's chosen wrestler beating seven shades out of the oncoming opponents, before taking on two at once towards the end of the game. Nothing new so far, admittedly, but whereas past WWF games were let down by their lack of speed, the Saturn can admirably handle the tossing and kicking, making for a game considerably easier to get into than its 16bit cousins.







The basic gameplay is as simple as ever, with both players starting the game with a full energy bar which is whittled away as the expected punches, kicks and special moves are pulled off. The winner being the first character to force a submission by sapping the other's energy. But you knew that. However, as the game progresses more and more characters crowd into the ring, thus adding to the game's longevity.

Strange as it may seem, though, of all the games Wrestlemania borrows from, NBA Jam (also by Midway coincidentally) is the one it shares the most attributes with — most notably in the special move department. Embracing the OTT nature of the WWF circus, the programmers have emphasised the showbiz nature of the 'sport' with moves impossible in real life, but thoroughly enjoyable to watch during the game. As such, heroes like 'Bam Bam' Bigelow now have the ability to torch their opponents with new-found fiery body slams (complete with scorched hole in the mat!), while the Undertaker spews an unearthly number of bats from within his coat whenever the player pulls off a tried'n'tested SF fireball move. These moves add a surreal feel to the action, yet somehow blend in perfectly with the normal actions of kicking, elbow punching, and throwing people into the ropes — despite several characters pulling out huge mallets or baseball bats to force their opponent into a submission.

If the WWF series was in search of a champion, Wrestlemania could be it. But a full review next month will put it through hoops to decide.

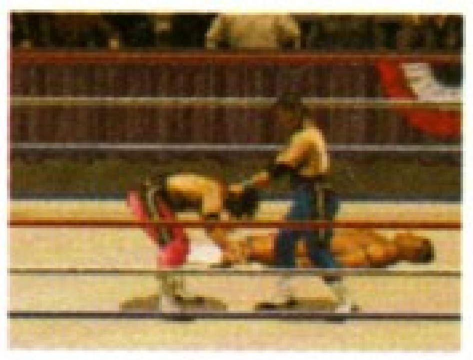


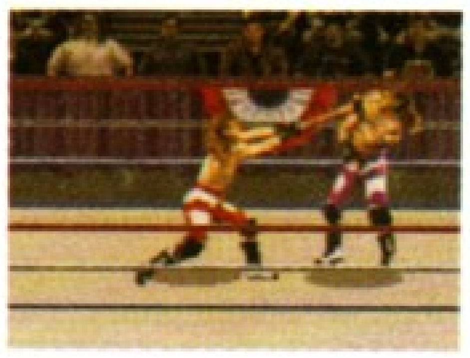
Four player mode is incredibly chaotic but lots of fun to play, especially when you're playing real-life opponents.



Doink demonstrates his comic handshake. Among his other tricks are producing a giant mallet and a monster kick.

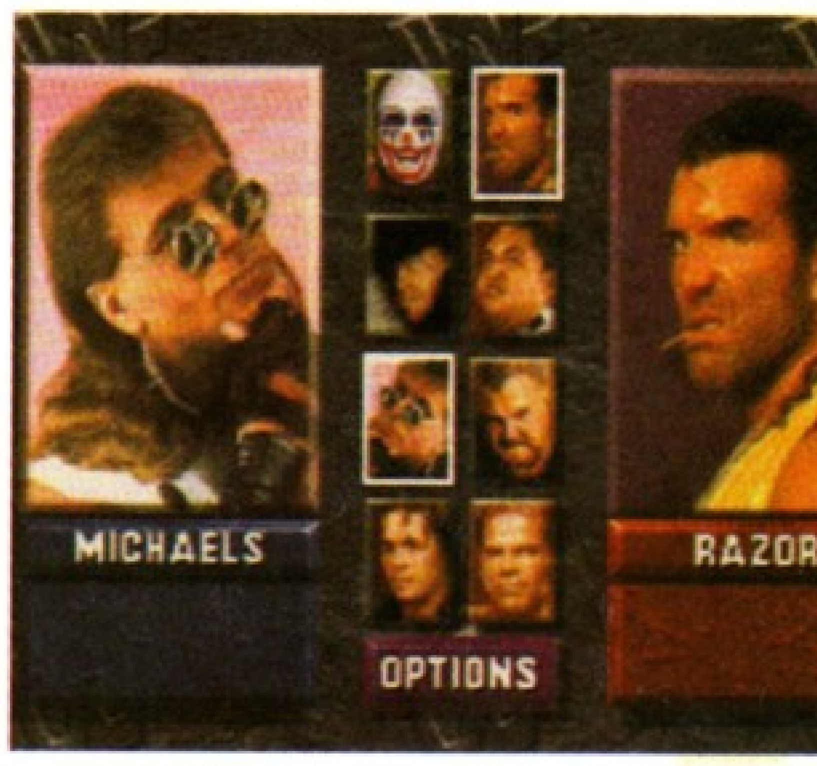












There are eight characters to choose from in all and each of them has a vast range of moves. Such is the depth of WWF that some characters are even capable of pulling off 25 hit combo's!





All of the familiar character abilities are in WWF. You can jump from the ropes, bounce off them and take the fight outside the ring. This is combined with some moves that are totally outrageous!

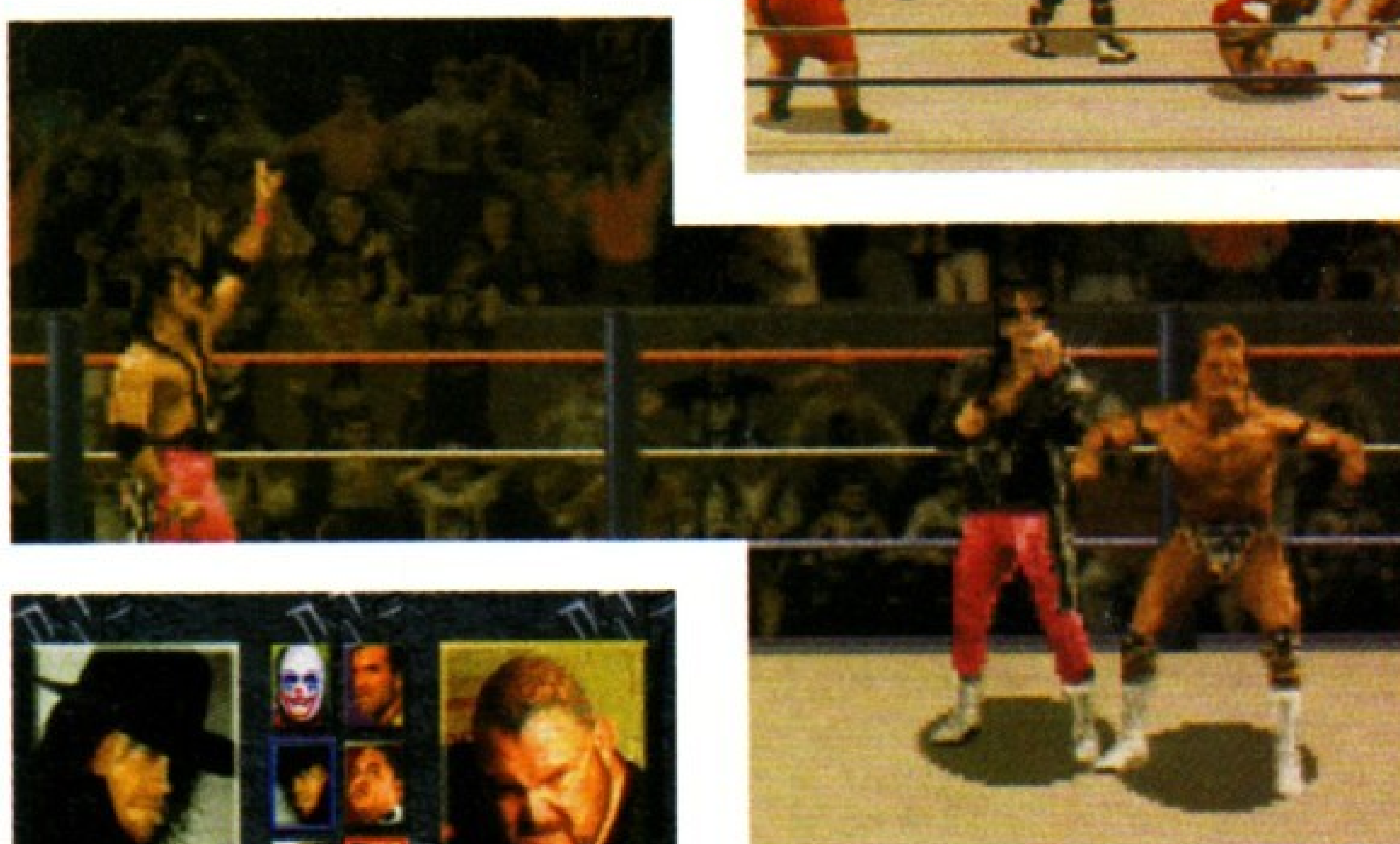
WWF Wrestlemania

Wrestling like you've never seen!









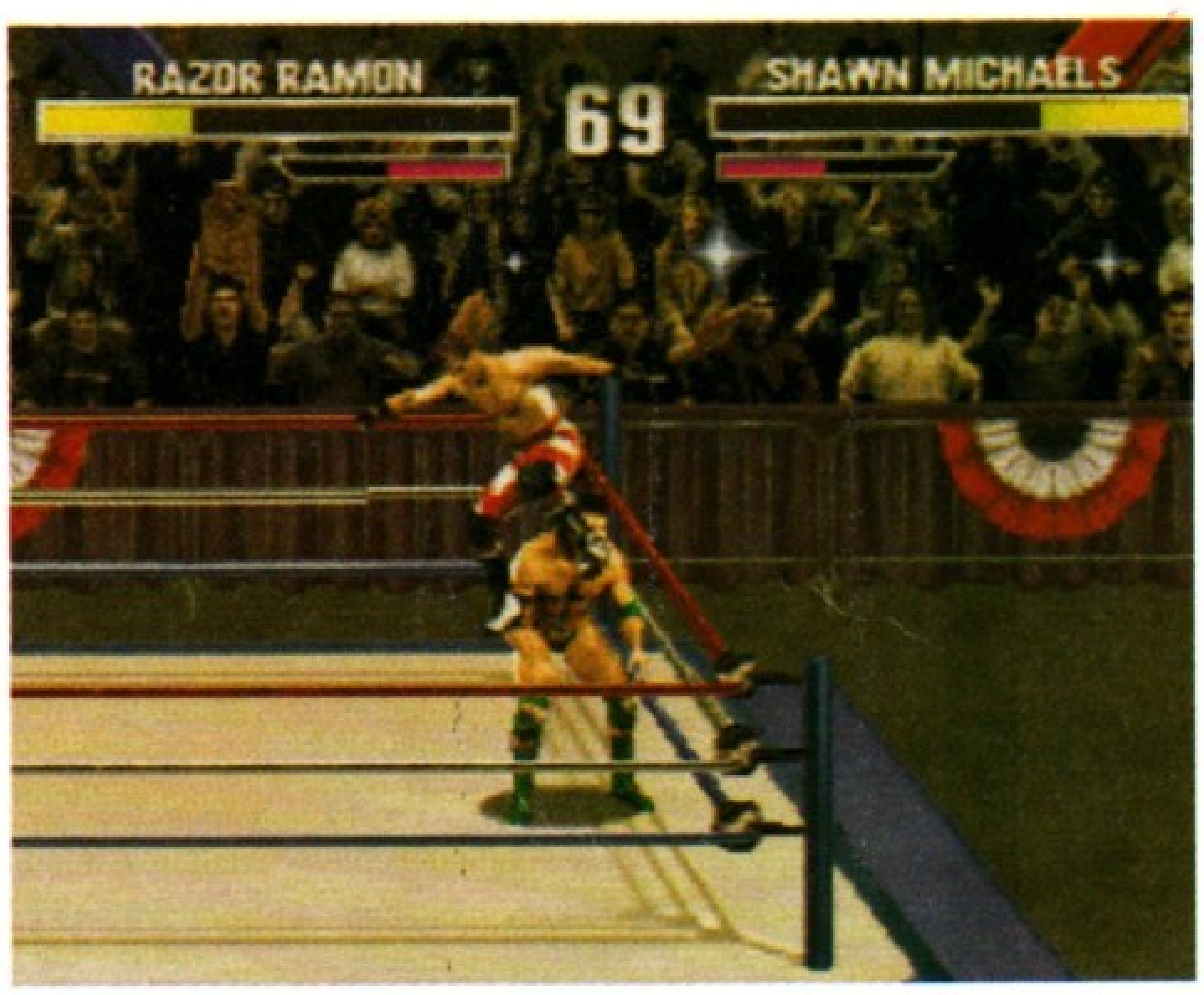


In one-player mode the idea is to move through taking on all the characters. When you've done that your toughness is tested to the limit by taking on two opponents at the same time!



Yokozuna demonstrates his spinning move on the dis-orientated Undertaker.

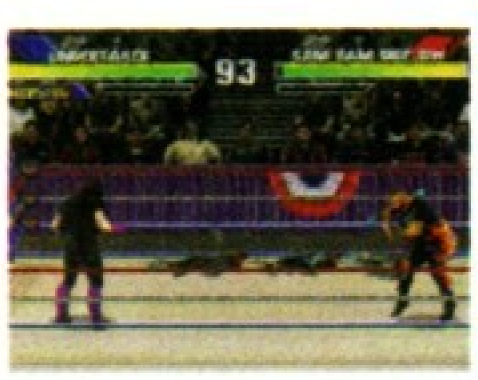


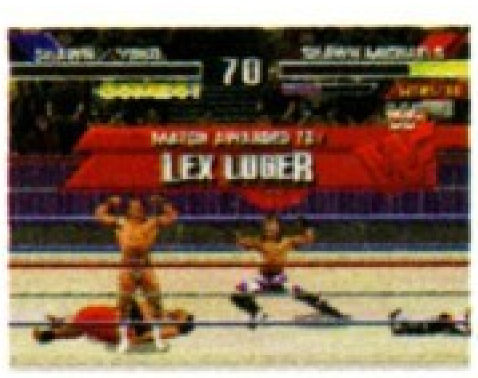


As well as the more outlandish moves, WWF features the traditional wrestling fare in the shape of half-nelsons, kicks, pin downs and body locks.



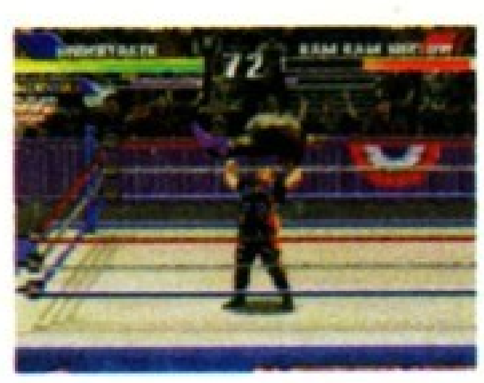
Each character has their own style of pin down. Here, Yokozuna demonstrates how useful his body weight is in keeping an opponent out of action.

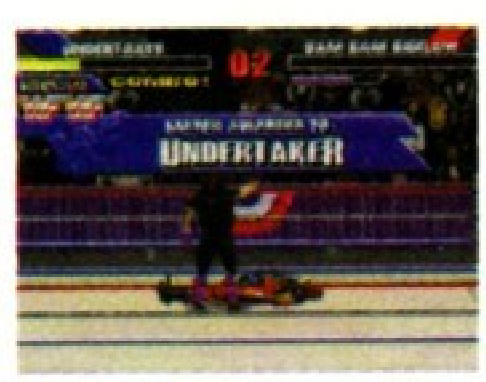
















BY	ACCLAIM
STYLE	SPORTS SIM
RELEASE	TBA

Acclaim bring their NFL QBC series to the Saturn with the express intention of penetrating the defensive line with a quarterback sneak. Here's a lowdown on its touchdown.

American football has died a bit of a death in the UK these days. It' still on Channel 4 admittedly and the Superbowl still draws a fairly decent crowd, but people seems to have realised that beneath all the chat and fuss of the commentators, beneath the tactical scribbles scrawled over the TV screen and beneath all that protective padding, a game not all that dissimilar to rugby exists, and rugby isn't that much fun anyway.

Whatever your attitude to American football though, nobody could deny the fact that it's been enormously successful as a console game, most notably in the shape of John Madden's on the

WHATEVER YOUR ATTITUDE TO AMERICAN FOOTBALL THOUGH, NOBODY COULD DENY THE FACT THAT IT'S BEEN ENORMOUSLY SUCCESSFUL AS A CONSOLE GAME...

Megadrive and of course, NFL Quarterback Club. There were two NFL QBC games on the Megadrive, but this is the first excursion on to the Saturn and as a result Acclaim have been able to beef it up to 32-bit standards.

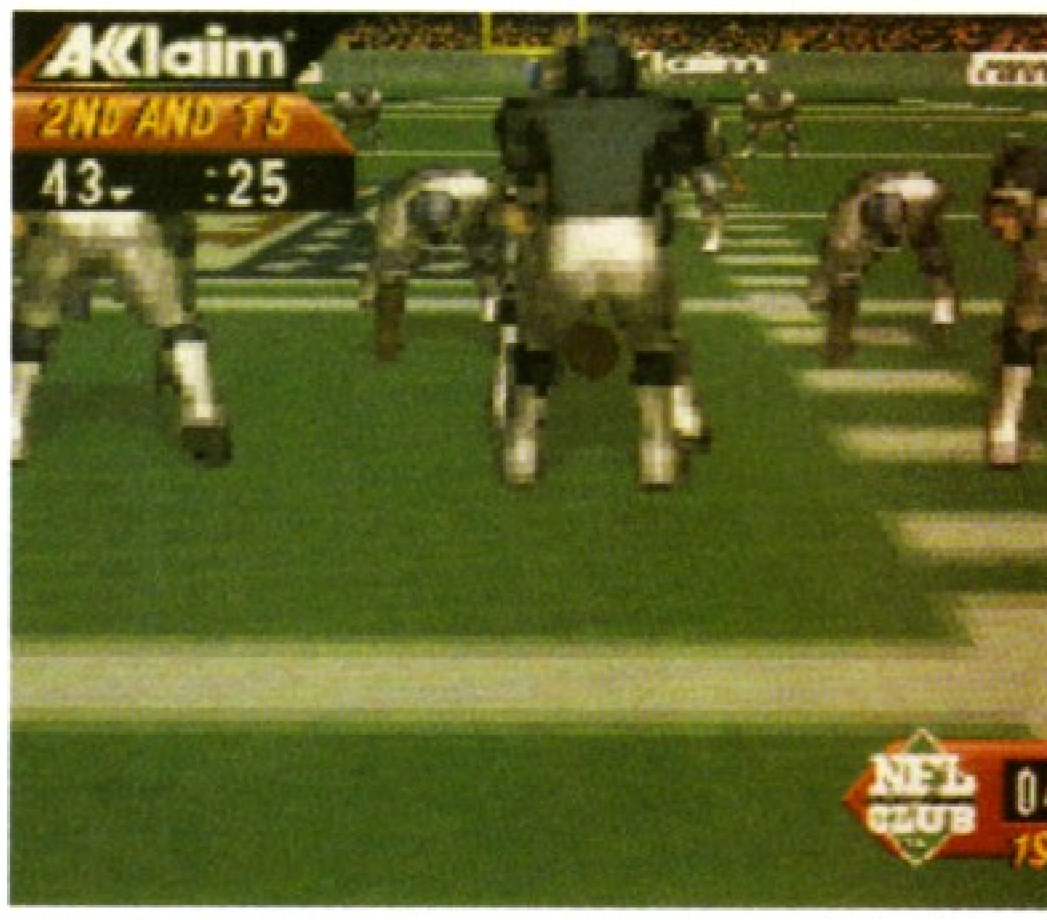
What this includes among other things is superior graphics and animation, and nine camera angles from which to view the game. Each angle is uniquely different, varying from a shoulder cam which sits you just behind the quarterback and very convincingly makes you feel like you're in the action, to an overhead view which sees all the players moving like dots beneath you.

As you might expect, there are a vast range of options and endless stats to pile through. The essential tenets of the gameplay remain however with plays chosen from window options that draw you from a general play plan like 'pro-set' or 'shotgun' to a choice concerning the length of yardage attempted (short, medium, long), and then on to the specifics of the play itself, whether it's a 'halfback toss' (running play) or a 'deep outs' manoeuvre (throwing play).

The emphasis on quarterback talents is maintained with players choosing their quarterback separately from their team, meaning you can play as the worst team in the NFL yet still have Elway throwing for you. All the teams are in there and, as has been mentioned, there is a wealth of stats to utilise, most of which tell the player how many yards their team has run, thrown, won and lost etc.

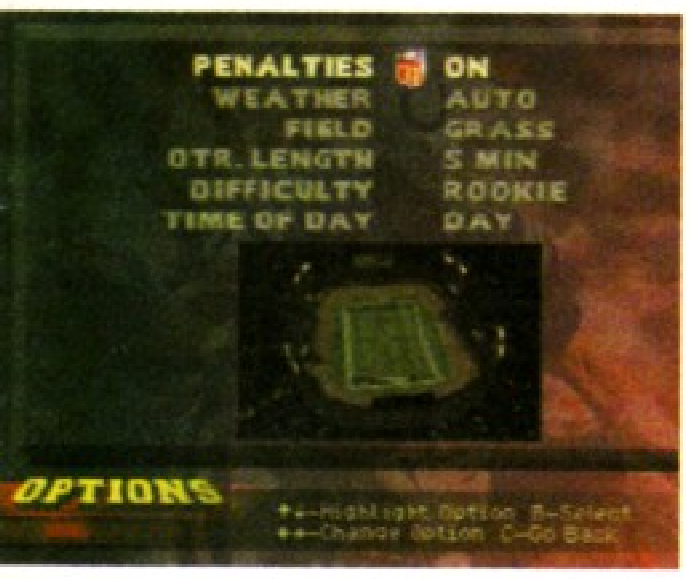
There are also some innovative approaches to the action like the historic mode. This puts the player at some stage in an historic match, say when the Seagulls succeeded in a spot of giant killing against ... err, well whoever. What it means essentially is that you might play only the last quarter of a match and have fifteen points to make up. This certainly makes things a bit more thrilling if you're fed up thrashing opponents over four quarters.

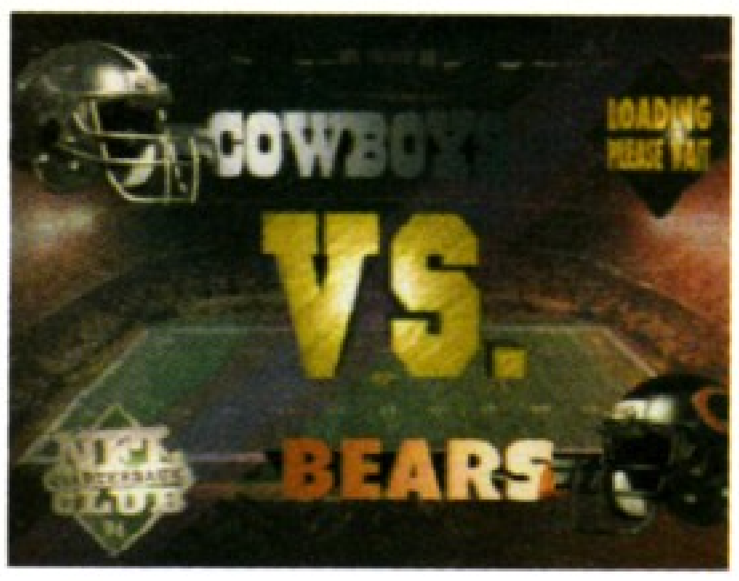
NFL QBC '96 is more or less complete and although there's no official release date as yet it looks like it'll be in the shops by late February - early March. Expect the review blitz next month!



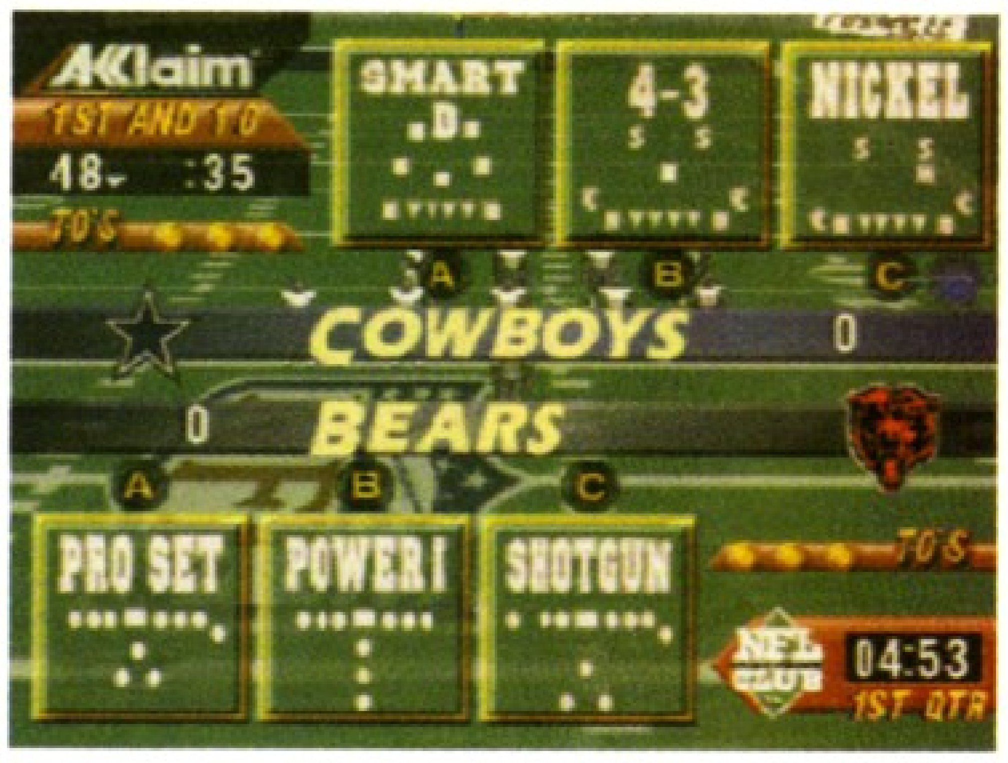
This is the shoulder camera angle which puts you right in the heart of the action. There are a total of nine camera angles in all, even one which sees you viewing things from the bench!

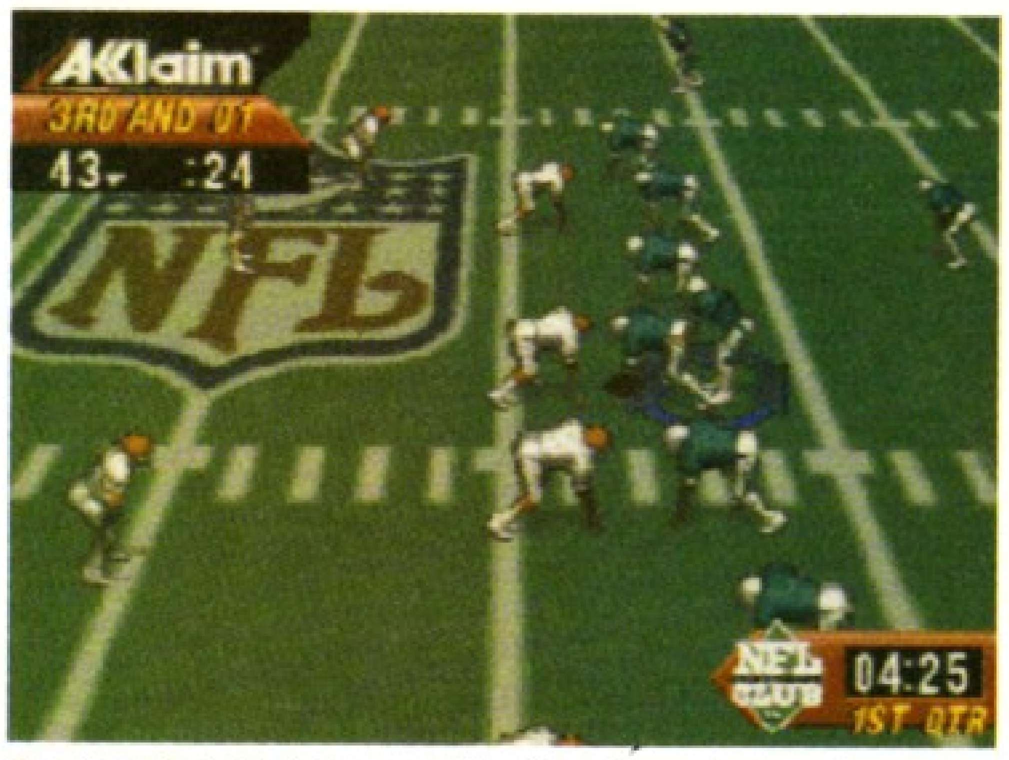




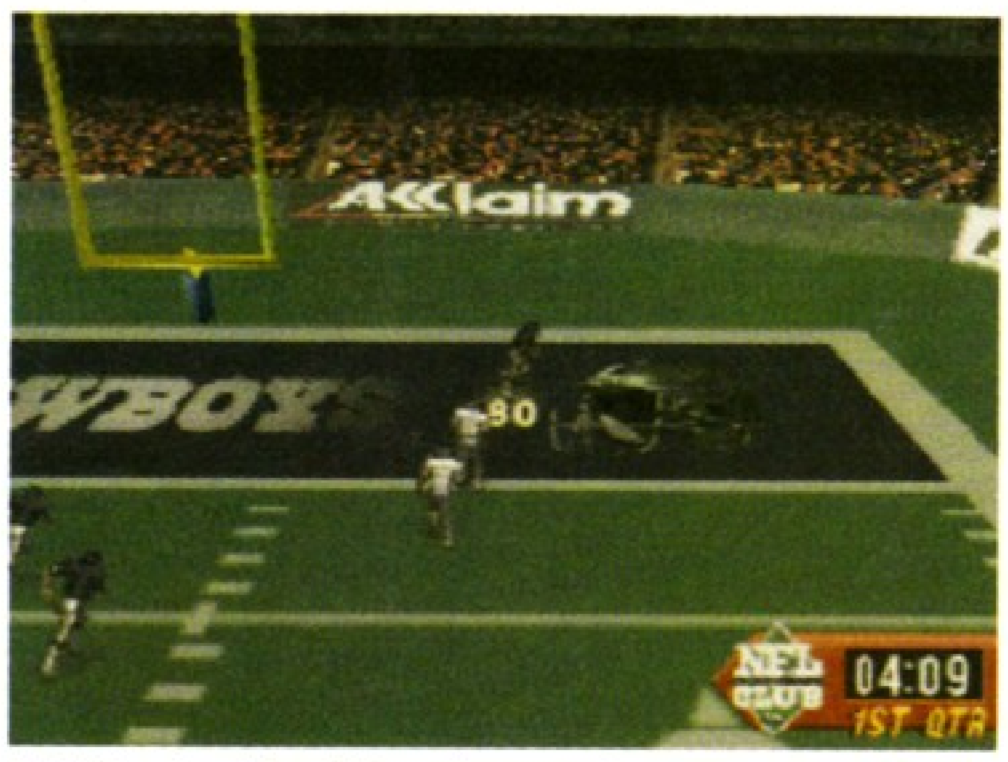




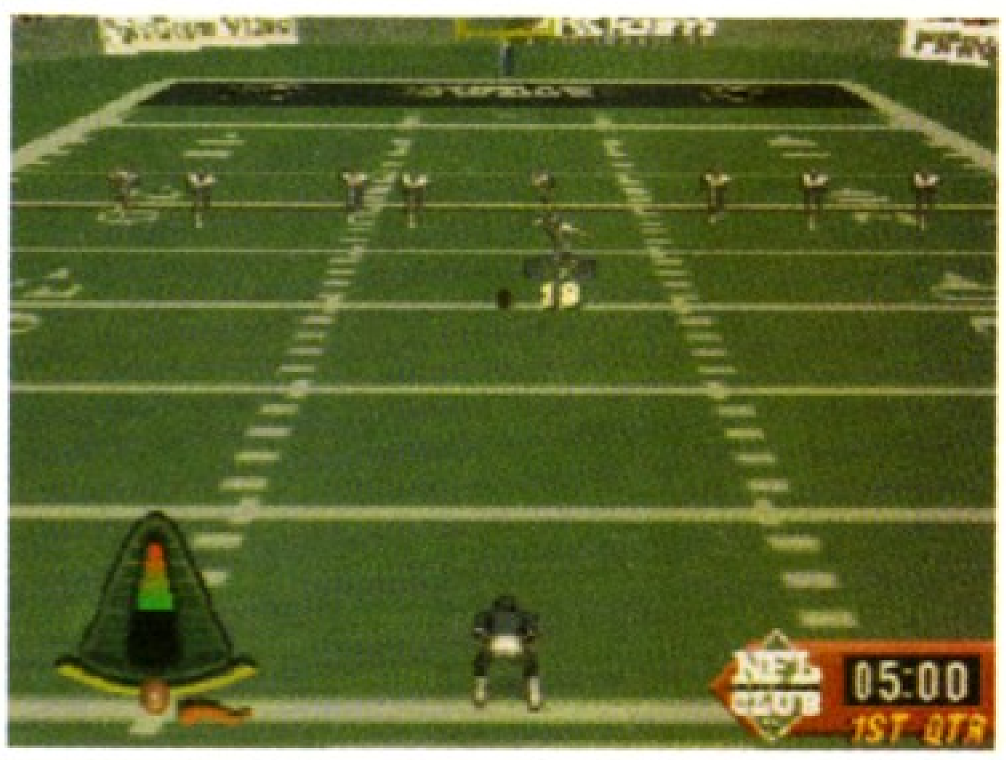


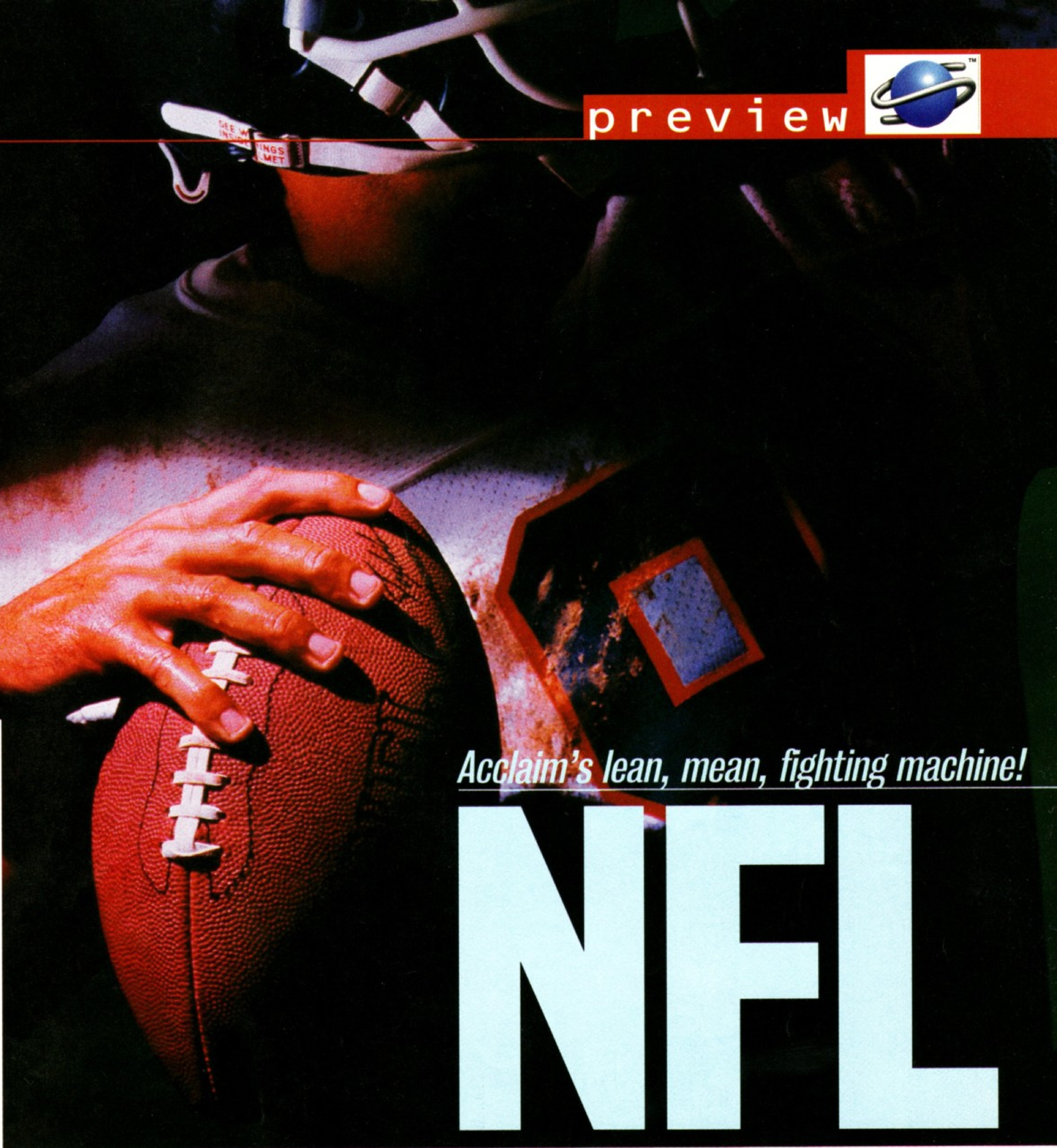


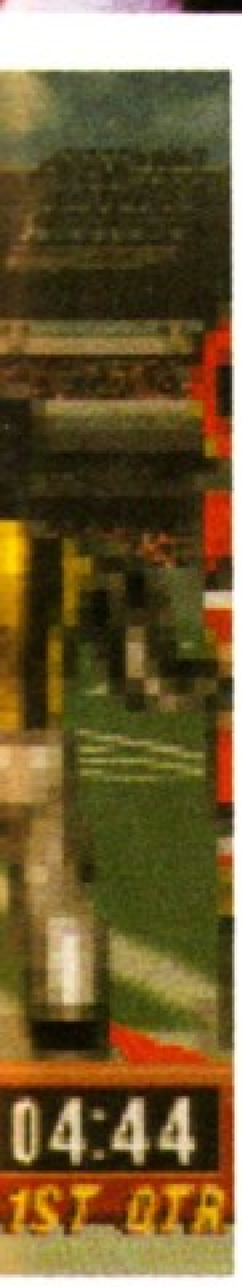
The players wait at the snap for those important numbers. This game sees the Dolphin's facing off against the Bronco's.



And it's a touchdown! Six points are what you get for a touchdown. The conversion that follows it is worth one point.

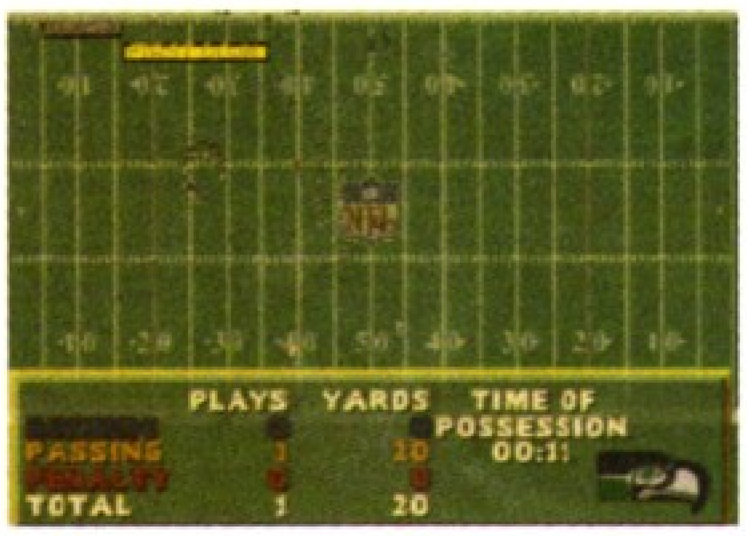






Acclaim's lean, mean, fighting machine!

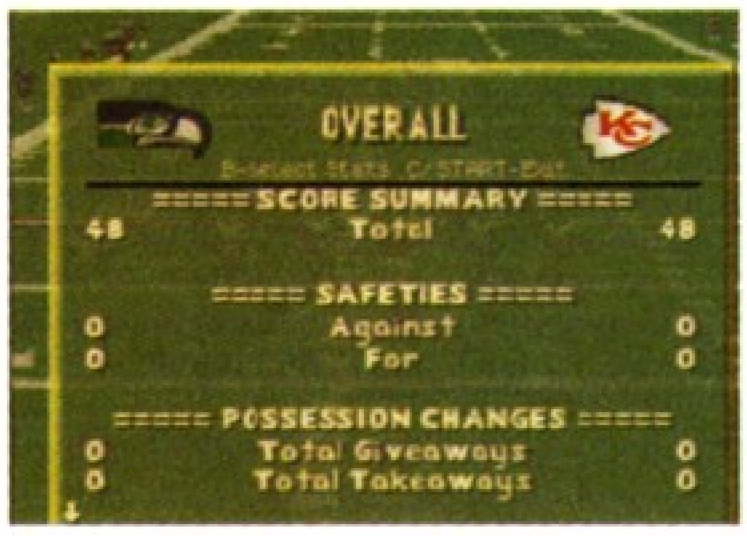
NFL Quarterback Club '96

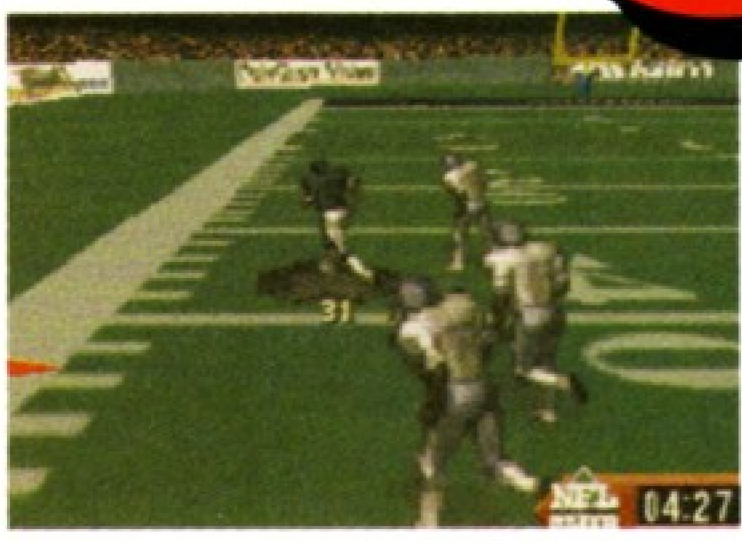


This is one of the many stat screens for you to peruse. This one is the drive summary.



It's a kick off! When you pick up the ball try for some yardage!









BY	CORE
STYLE	TANK SIM
RELEASE	DECEMBER

"I got a letter from the government the other day. I opened and read it, it said they were suckers " Public Enemy were among the first, but these days homeboy culture has made it all the way from Compton to Trumpton. Core's Shellshock is the latest to go gansta style.

The plot surrounding the characters in Shellshock bears an unnerving resemblance to the storyline that's ground out by that guy at the start of each episode of the A-Team. You know, used and abused by their government, escaping the ole' maximum security stockade, taking up roles as nomadic vigilantes and defending justice where ever it raises its weary head.

Rather than wander about in a van though, this bunch of homeboys prefer the advantages of a good M-13 Predator battletank. The A-Team of course could have made a tank out of some burnt string and a chair leg but that's beside the point. As the sixth member of the posse, the player joins The Man, Dogg-Tagg, 9-1-1, Earshot and D-Tour in a tour of duty that takes in terrain as disparate as the frozen waste of Siberia and the oppressive humidity of the South American jungle, all in the name of peace, liberation and good hip-hop records.

SHELLSHOCK SITS SOMEWHERE BETWEEN A SIM AND A SHOOT 'EM UP AS FAR AS THE ACTION IS CONCERNED, INVOLVING FAST AND FRENETIC GAMEPLAY...

Although at its foundations this is a tank sim shot from a first person perspective and involving all of the usual aim-fire sort of action, Shellshock attempts to shuffle off the anorak that traditionally comes with it. Obviously you've got the homeboys and a hip-hop soundtrack courtesy of Bar None (?), but there are also customising options which enable the player to improve on the tank's armour, weaponry, engine and so on, or organise better air support even. To this end each of the characters in the game has a specific task. Props for example doesn't join you in your metal container. Instead he hangs out in the workshop and deals with the supplies which he'll happily hand over if you've got the cash for them. 9-1-1 deals with organising the air support and this includes climbing into a Chinook helicopter to rescue hostages. Dogg-Tagg and The Man are the two that give the mission briefing and generally run the show.

Once you're on a mission the primary concern is simply with enemy assailants. Shellshock sits somewhere between a sim and a shoot 'em up as far as the action is concerned, involving fast and frenetic gameplay but mixing it with strategy in so far as certain enemies can only be destroyed with certain weapons (SAM's for aircraft for example), and by using characters for certain situations like 9-1-1 for hostage rescue or Earshot to ensure the tank is running smoothly.

Just how successful the injection of Compton cool is likely to prove for Shellshock is something that remains to be seen. Trying too hard maybe? Only the definitive SSM review can tell it like it is.



Be warned — other tanks are just as hard as yours. Underestimating them could prove deadly...



...unless of course they're reduced to rubble with the help of one of your awesome missiles, in this case the main gun which is used against ground attacks.



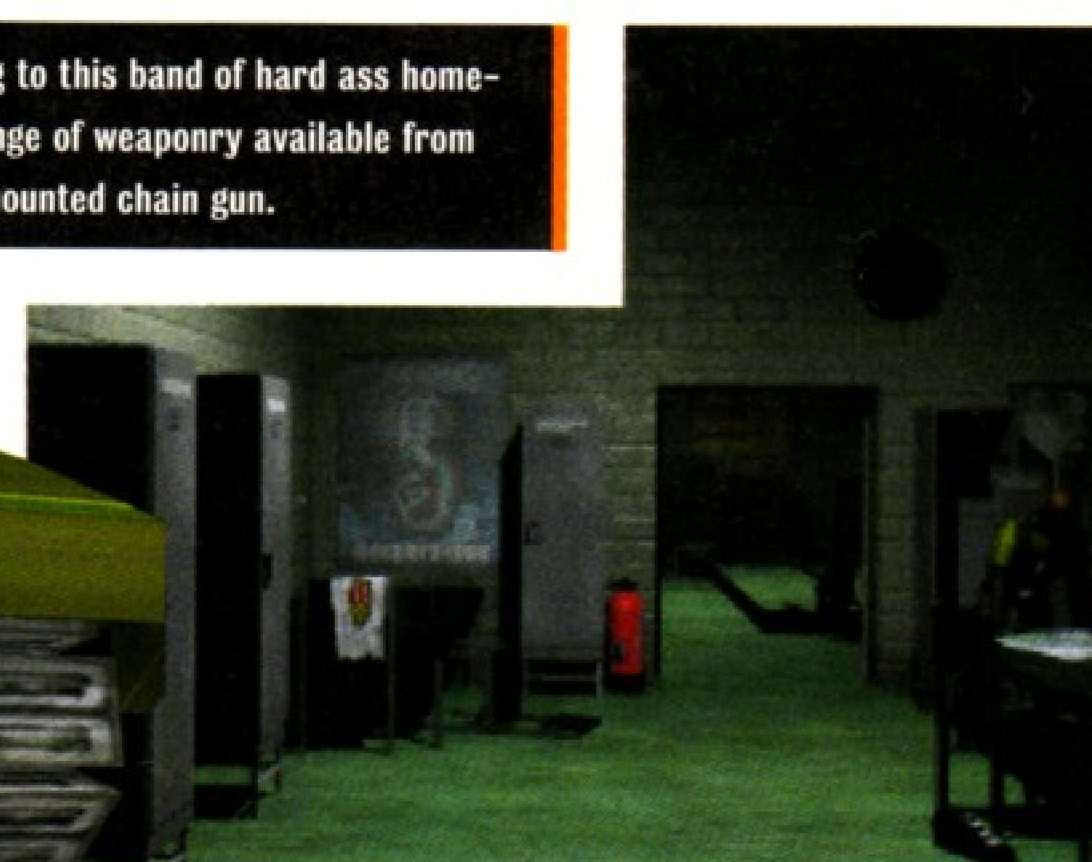






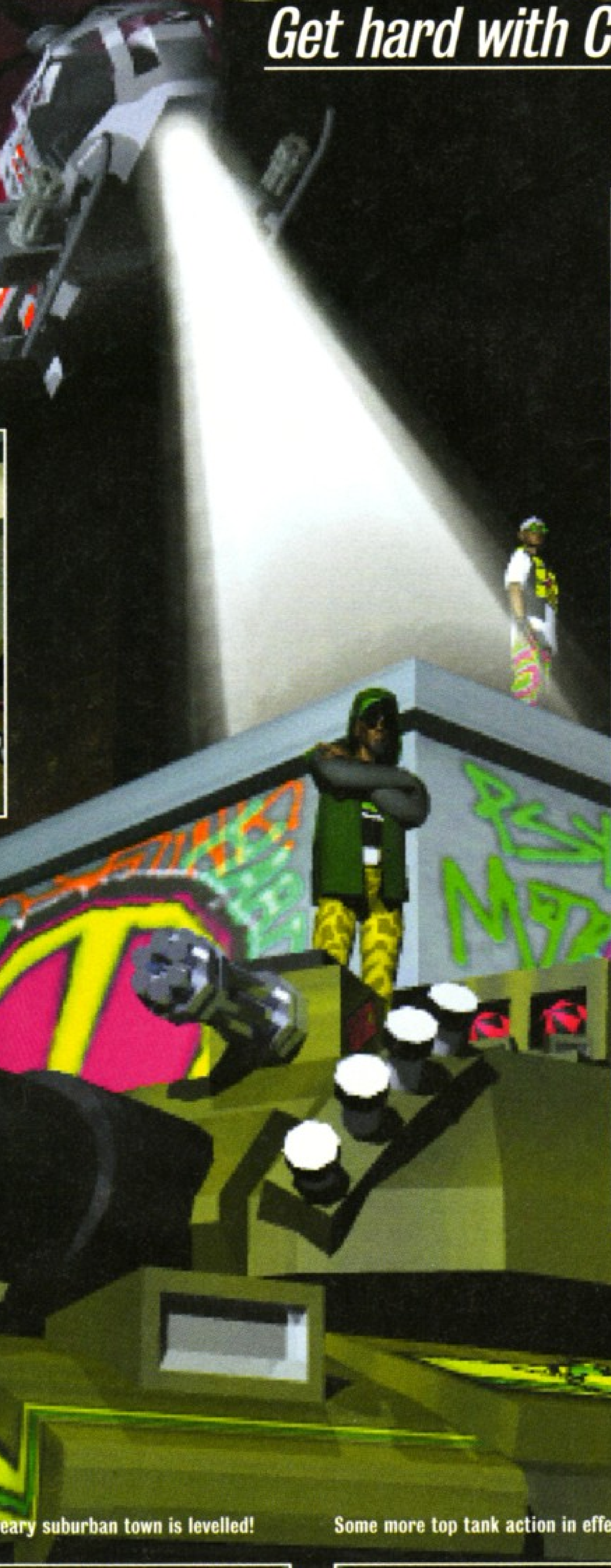


This is the tank belonging to this band of hard ass homeboys. There's a whole range of weaponry available from SAM's to ammo for the mounted chain gun.



Shellshock

Get hard with Core's new tank sim!



Tanks, aircraft, boats, people. Destroy them all in the name of liberty, big trainers and a banging set of bass bins.







The whole homeboy image isn't really all that relevant to the game itself. You simply go about blasting things. Thumping stereo and tinted windows are optional.



Your radar tells you where the enemies are.



Another dreary suburban town is levelled!



Some more top tank action in effect boyeee!







BY	CORE DESIGN
STYLE	3D SHOOT 'EM UP
RELEASE	MARCH/APRIL

Now that Core have well and truly re-established themselves as Saturn development gurus with the arrival of Thunderhawk 2, what's left for them to do? Retire in the Bahamas and sip cocktails all day? No, nothing like it. They're going to release more Saturn games than you can shake a stick at, and among them is Blam! Machinehead – a shoot 'em up with a difference...

Core have developed a stonking reputation for themselves over the last couple of years – once known as innovators for the Mega-CD, they've now turned their expert hands to the Saturn and managed to pull the brilliant Firestorm out of the bag just before Christmas. Mega-CD owners will have found more than just the odd name reference familiar with this title though – many of the missions were indeed identical to the original Thunderhawk (with souped up graphics of course) and the game mechanics too were startlingly

THE RESULT OF THIS, IS THAT THE TWO REBEL SCIENTISTS HAVE CREATED A RATHER LARGE BOMB, WITH WHICH THEY INTEND TO BLOW ALL THE BAD GUYS INTO KINGDOM COME.

similar. Not surprising then, to discover that they actually based the game around the original Mega-CD game engine. Feel conned? You shouldn't, Thunderhawk is one of the best games available for the Saturn.



But, what's this got to do with the impending release of Blam! Machinehead? Why should we care what engine Core Design used for Thunderhawk 2? Well, it's quite interesting that after programming Firestorm, Core seem to have become bored with re-hashing their old games, even though initially, the intention for most of their releases was to soup up old titles. Which is exactly what was going to happen with Machinehead. Originally, the title was due to utilise the engine from Battlecorps (a highly-regarded title on both the Mega-CD and the 32X), but the programmers were fed up with that idea. So, instead, they created the game engine from scratch. The result is a 3D shoot 'em up with literally thousands of explosions and gameplay requiring lightning-fast reflexes.

Set in the early part of the 21st century, Machinehead is set in a world where scientists have the ability to produce machines that replica humans exactly – right down to a molecular level. However, one scientist becomes slightly carried away and decides to recreate the robots in the image of himself, who in turn recreate robots in the image of himself. This soon escalates, and after ten years has passed, the scientist is all-powerful, with thousands of machines created especially for him. However, with this not being very democratic or anything, people begin to get peeved and two scientists in particular set out to destroy the evil scientist. A huge war is inevitable.

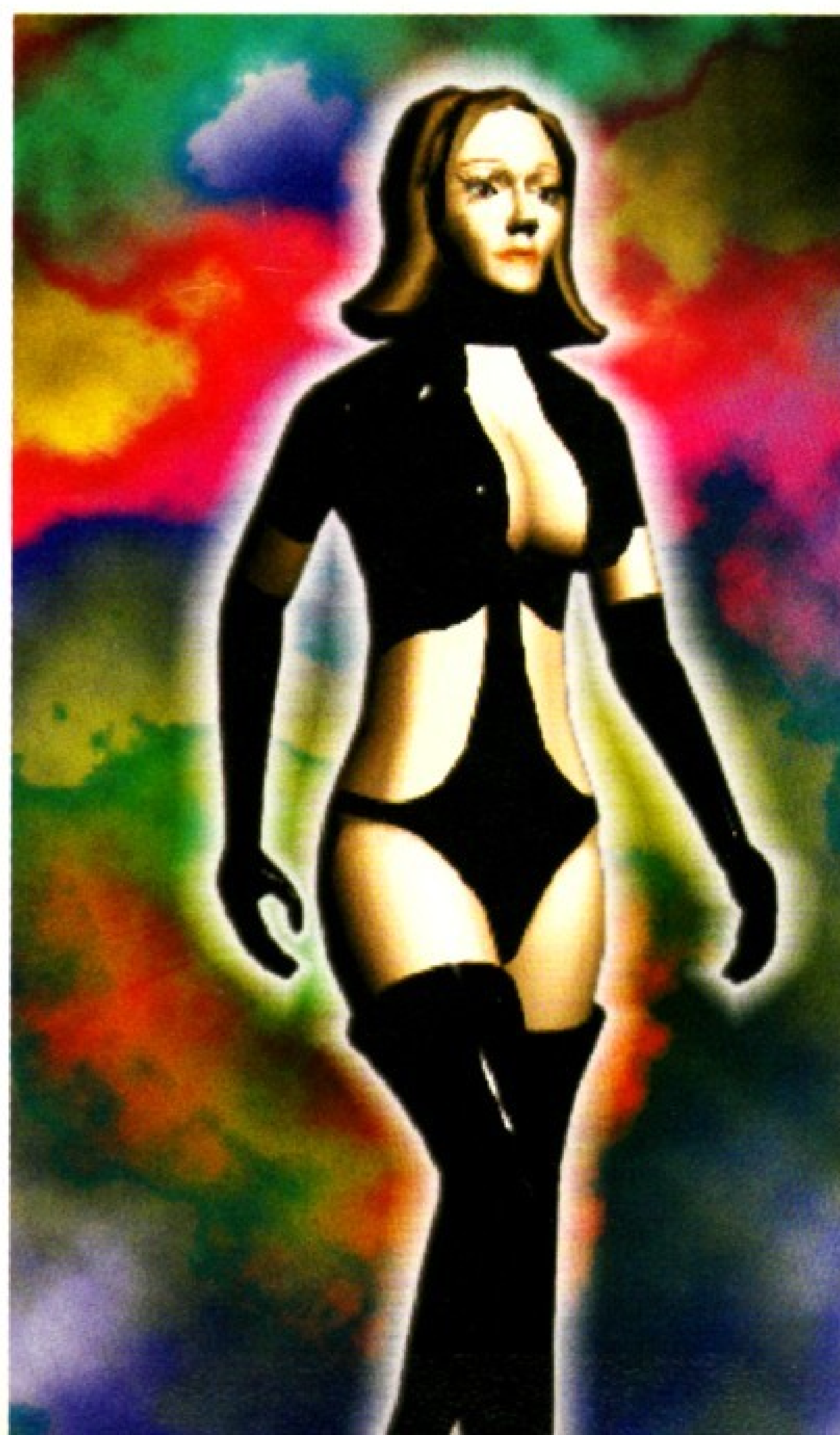
The result of this, is that the two rebel scientists have created a rather large bomb, with which they intend to blow all the bad guys into kingdom come. However, one of the speccy profs has been strapped astride a bomb (that's right, it's the girlie), with the other, more evil prof directing her every move. If she doesn't comply, she dies. If she complies, she, er, dies.

The actual game action is split into four levels and is interspersed with FMV sections where the scientist barks out specific orders. Each of the levels has a very different objective – for instance, in the first level, you'll have to locate a train, and in the second, you'll have to guide the train around, fighting off enemies and laying down pieces of track as you go. There's even sub-levels which are set in cyberspace, where you can locate objects that can't be found in everyday life. It's a pretty much frantic adventure all the way through.

Although Blam! Machinehead is currently around 50% complete, the programmers are hoping to get most of the code finished within the next month or so – this means that the game could be released as early as March. We'll be keeping you posted on this one though – if the gameplay is as good as the graphics then it's sure to be a hit.





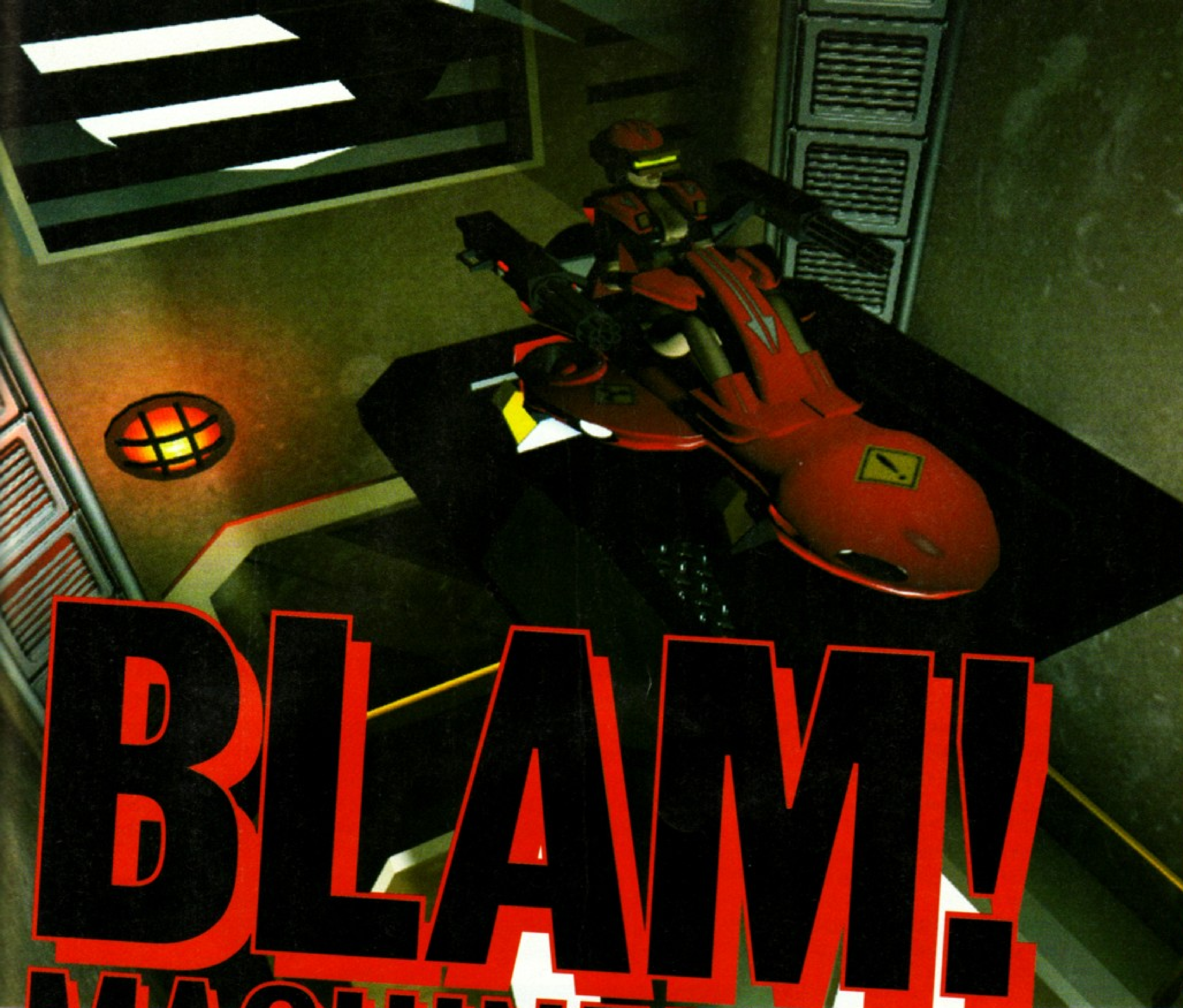




This is the evil doctors dukebox. Among his favourites are "I'll Sleep When I'm Dead by Bon Jovi and Lionel Richie's "Hello".



Everything's gone red. This is in fact the armchair of the future, available from every CyberSofa store in the universe.







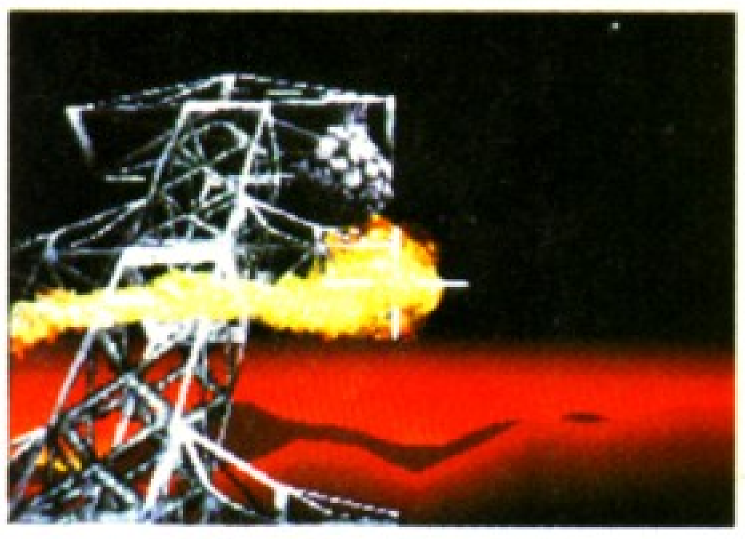




BLAM! MACHINEHEAD

Babes in bikinis ride bombs bound for Babylon!



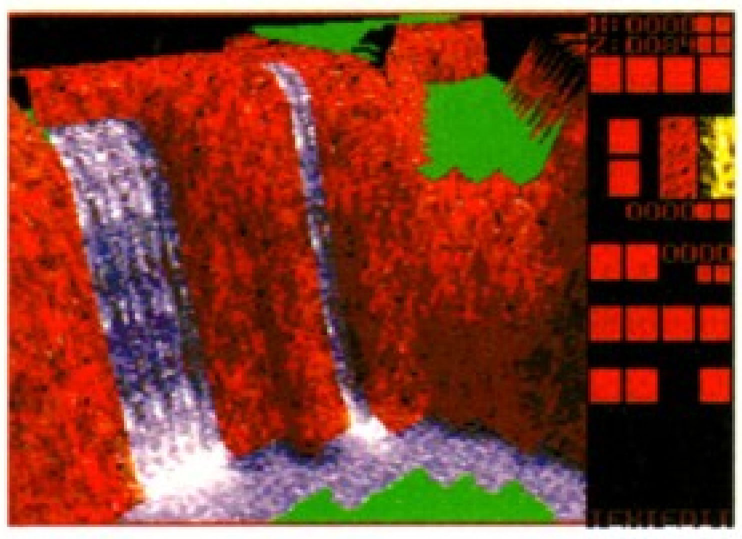




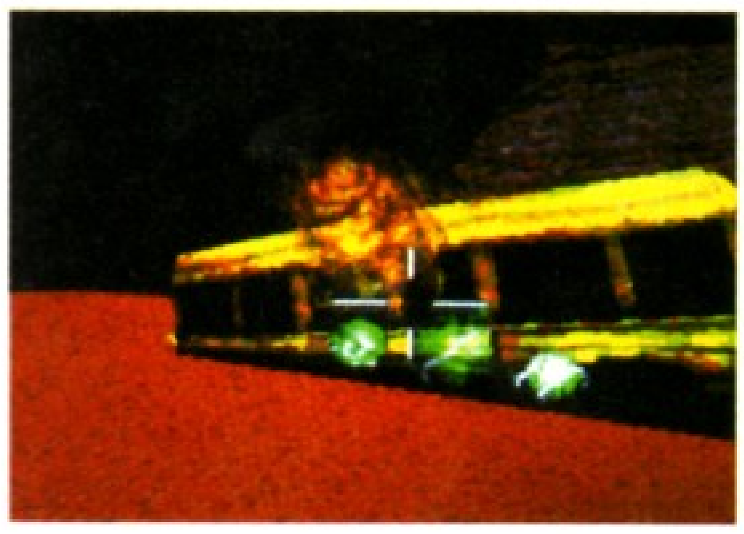
Here's one of the weird and wonderful things you'll find trembling in your crosshair.



Is it a spider? Is it a spider plant? Or is it an entity as yet unknown to man?...Who cares!



Things may get tough but 'she'll carry on through it all, she's a waterfall...'







(Above)Comic tribulations in the area!
(Below) Another average night in.





letters

Hello dears. It's your own special page here, where you can be our pals. All you have to do is write in with a letter, blahing on about any old tosh, and we'll do our best to print it. And then, joy of joys, we'll put a little reply at the bottom. They don't do that in The Guardian, you know. Oh no. So that makes us better than them. Anyway, the address is I ♥ SATURN MAG MAILBAG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Thank you very much.

"OFFERED" SEVERE CUTS

DEAR SEGA SATURN MAGAZINE,

Hello again. I'm writing to tell you the outcome of the letter I wrote to you in issue 2 about how I had lost a lot of money on the mighty Sega Saturn.

Anyway, after reading your reply I had a scream and decided to take action on the shop concerned. I phoned the manager and politely explained my situation. He told me to go down to his shop so I did.

Apparently it was not the shops policy to refund money, although he gave me Panzer Dragoon for £15!! and has offered me severe cuts on other Saturn related software. E.g. Sega Rally.

I was gobsmacked. Anyway, thanks for your advice and may I congratulate you and the rest of SSM for such an accurate and informative magazine.

Please print this letter like the last one so readers can read it as they may want to know what happened, and to prove to my friends at BBHS in Lowestoft that my last letter was genuine as you got my surname wrong.

Terry Gooding, Blundeston, Suffolk.

Hey, no problem Terry. Sorry for getting the surname wrong, but you ought to sort your scruffy handwriting out. Didn't you pay any attention in your calligraphy classes or what? Anyway, if any other readers have problems – perhaps worries about their love lives, that's always good for a laugh – write to us at the usual address and we'll turn our sage minds to the crisis.



A serene shot from the breathtaking Panzer Dragoon 2 which gets the Saturn Magazine Showcase treatment in this months issue.

SAD X-FILES FETISH

DEAR SSM

I have been reading your brilliant magazine for several months now, especially since the launch of the Saturn.

Agent Scully and I have poured over the reviews of Sega Rally, Virtua Cop and Virtua Fighter 2, both we are both baffled by the lack of 'evidence' concerning the classic football game, Virtua Striker.

Considering the 'big three' are all arcade hits and are all converted to the Saturn, what about VS?

I believe that there are 'unnatural' circumstances in Japan who, according to one of your rival publications, say that there are too many polygons in VS for the Saturn to handle but, at the same time saying they may eventually convert it.

What about using the OS, which was paramount in the success of converting Cop and Rally to the Saturn?

I feel that the AM2 HQ has been recently visited by alien beings. i.e. PlayStation executives, and have wiped the memories of their superior AM2 rivals to prevent the release of Virtua Striker - I suppose if they were to release VS, after the imminent success of the 'big three', those associated with the sad PlayStation would never, ever, recover from the shock.

We shall investigate although Scully believes there is a rational explanation. The truth is out there.

Fox Mulder, Hackney, London.

You sad man.

GAME OVER SO TO SPEAK, MAN

DEAR SATURN MAGAZINE,

I am a naive newcomer to the Sega Saturn, which I purchased last Saturday, with the Arcade Racing steering wheel and Daytona and Myst games.

The games were very good, the graphics on Myst were outstanding. The problem was the game cost me £44.99 on Saturday and by Monday, two days later, I had completed it. Being an adventure game once completed, the riddles remembered, the "game over", so to speak.

I returned the game to the shop where purchased, Electronics Boutique in Wakefield, and explained how long I had had the game and I had completed it, asking what part-x they would give against their.other Saturn games (they were displaying pre-owned games starting at £37.50-£44.50).

I was told £20 mate!

I said he must be joking, three days old, I could have rented the game for £3 from my local rental shop! What gives these sort of shops the right to make such blatant profits by paying less than half price for a game and re-marketing them £5 less than cost price, giving themselves a 100% profit!

This sort of system on this type of unreusable software I believe is disgusting.

Anyone out there know of any <I>good<P> software sales outlets where common sense still prevails?

yours,

J M Fowler, Kippax, Leeds, S Yorks.

Sorry to hear about your troubles there, J. We'd definitely recommend renting adventure games. After all, if it's really hard and you can't complete the mother you can always buy it later. But it would be very nice of our readers if they could write in with their favourite software shops. We'll mention any exceptionally reasonable-sounding ones in a future issue, if you like.

FLICKING THE Vs

DEAR SEGA SATURN MAGAZINE,

There is something that I think the world should know. A gaming revolution is taking place, we've never known anything like it before, it's never happened on the Master System, Game Gear or Megadrive. You wanna know what I'm talking about? Well this is it – there has been a dramatic change, have you noticed the amount of Vs appearing in front of game titles on the Saturn. It's going to take us over, there's never been so many games on a console which start with Vs. There's V Cop, V Fighter, V Fighter 2, V Hydlide, V Racing – we have got to stop it, it's driving me bananas, for God's sake, help me.

PS I'm not evil and don't spend my time drawing pictures on a night for this magazine while falling behind on English, Technology and Geography, so ner.

James Thompson, Hull, S Humbs.

Indeed, Jimmy. A straw poll of my reviews folder on my Mac turns up eight games with the letter V at the start, against only five contenders from the seemingly more versatile letter C. An insidious plot, no doubt.

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Best regards,

Lauren Lee, The 20/20 Optical Store.

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SPLOT SCIENCE TRAUMA AVERTED!

DEAR SSM,

I would like to say, speaking as the wife of a totally addicted Sega maniac that I find your magazine a very enlightening read. The effects of this games machine on myself had been mildly infectious UNTIL, that is, I came across Bug!. Bug! has changed my life. I see it all now from a new perspective Well several perspectives actually. Helplessly addicted now as I am, I played dutifully until the wee small hours, puzzling, cursing and using up lives as I went. Right up until the five bubbles on SPLOT level one.

Yes that was the night that my little imaginary Bug! world started to crumble. There I was completely stuck, I had tried everything I could think of. I was at my wits end. Having used up countless lives and several continues. I really began to despair (and so did my husband, not even the great games player extraordinaire could help me through this desperate big bug-eyed nightmare). Was this as far as my Bug friend and I could go? No please, please, there must be some way. Well there is an answer. Ha ha haaarrgh. I've found it.

At about 1.30 am on the dawn of discovery the decision was A) Go to bed only to dream of Bug! falling, falling... or B) Do something drastic, read on...

Jump as normal to the first four bubbles then instead of trying to jump into the fifth bubble (by trying to time it to the ludicrously illusive precise moment) wait until the bubble you're in starts moving down and then, on your way down, jump right. By some astonishing miracle Bug will Superhero style jump into the fifth bubble with apparently no effort at all. Can you imagine the disbelieving delirious reliefyness at the moment of unity between Bug and bubble. I know this is totally against any relatively sane games player's instinct and looks like suicide, but now is the time to be brave, be at one with Bug and you move past the bubbles with glorious ease. By the way if you think you've got past a hard bit, well there's plenty more.

I would just like to add to the boys and girls at SSM, if you have any games you want testing I know a husband that reckons he can put ANY game through its paces. Oh yeah, keep up the jolly good laughing and joking around and wicked wit an' all that.

Bugacious hugs,

Mellissa Abbotts, Church Hill, Reddith, Worcs.

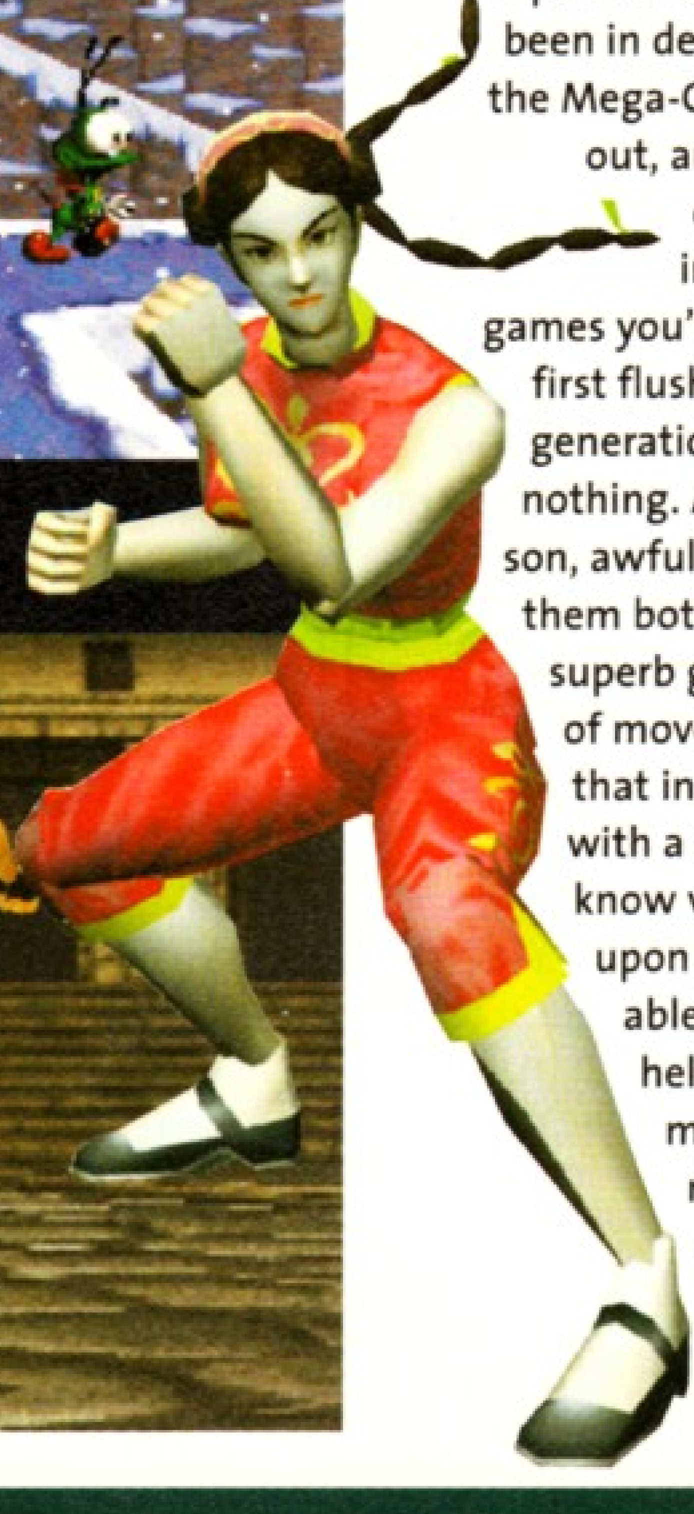
You know you've got four double letters in your name. Anyway, thanks for putting the troubled minds of many of our readers at ease. You're lovely.

So the mystery of the bubble in Bug! is solved thanks to the mysterious lady with all of the double letters in her name. Tthhaannkkyyoouu!!



Are Sega selling their followers down the river? With games like VF2 there are more than enough life rafts!





THE GAME IS NEVER OVER...

DEAR SEGA "SATURN" MAGAZINE,

I am writing to you about two things, firstly Sega's next generation console and secondly the current attitude towards the Megadrive by both Sega and yourself.

Firstly let me make my feelings quite clear about the Saturn, disappointment! When it was first released a lot of hype was generated and there was an air of expectation. Unfortunately none of this was due to any Sega advertising campaign with TV adverts appearing weeks after its launch. What's more there was a distinct lack of machines in shops in time for its initial launch, and on top of all this a £400 price tag. Perhaps it didn't seem obvious at the time but this was to be the Saturn's downfall. Let's skip a few weeks now, to a point when that certain other console was release to the public in the UK, — yes the PlayStation. This competitor weighed in at £100 cheaper, with a by far more powerful graphics chip, all amidst a £20 million pound advertising campaign, and in the first week claims are made it has already overtaken the Saturn in sales. Sega cry untrue, untrue and say that they aren't frightened (a little later Sega run scared and drop the price by £100!).

Let's turn to the impact (or lack of it) of Sega's advertising campaign. Currently in my classes alone I must have heard some six or seven people say they will be purchasing Sony PlayStation. But guess how many I have head saying they will be getting a Saturn? I'll answer it for you. NIL! Why couldn't Sega have taken their time when releasing the Saturn, not just in the UK but the rest of the world as well? I'm sure if they had waited longer and weighed up the competition they could have come up with a more comprehensive advertising campaign and released a more powerful machine which would be able to blow away the PlayStation with its first generation games instead of barely matching it with its third and fourth generation games (Virtua Fighter 2 is nowhere near touching Tekken in the graphical stakes and only matching in the gameplay arena). For a company with Sega's experience you'd have thought they'd get it right after failures like the Mega CD and 32X instead of being upstaged by the newcomer (they have no excuses after the fortune they must have made through the Megadrive and its cartridges, never mind their coin-op profits).

Robbie Moore, Edinburgh, Scotland

Well Robbie, that's one of the most ill-informed and reactionary letters I've ever read in my life. What you're proposing is that Sega rush-released an incomplete machine simply to rip off their loyal fans, when the Saturn has been in development since some time after the Mega-CD. New machines always come out, and all hardware developers are constantly working on superceeding technology. What counts is the games you've got. The Saturn is still in the first flush of its youth, this "third or fourth generation" tosh you're spouting means nothing. And as for your Tekken comparison, awfully sorry old bean but I've played them both loads, and whilst Tekken *is* a superb game the animation and freedom of movement is nowhere near as good as that in VF2. Backing up your argument with a straw poll of some people you know vaguely who may or may not act upon their current whims is inadvisable. While Sega should perhaps have held their horses on the UK release, merely to increase product awareness as we argued ourselves last month, they're certainly not the ogres you're painting them to be. Just shut up and play your games.

Q&A

And so a new year begins. And here at SEGA SATURN MAGAZINE we are well aware of its significance. We have pondered the nature of eternal recurrence, the sense of constantly coming into being, of stumbling forever on the steps that lead to the mercurial chapel of illuminated existence. Oh yes. And as we sit here, nonchalantly discussing the merits of a good pipe filter, we also find time to answer the naive questions of our innocent eyed readers. So, let the teaching begin! Write to us at QUANTUM Q & A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

I AM ATTEMPTING TO WRITE

Dear SSM,

This is the first time I am attempting to write to any magazine, so can you please help me with my new Saturn.

1. Do you know roughly when the stunning Virtua Striker will be released?

2. In a number of magazines I have read that one of the main new ideas for Mortal Kombat 4 is that it will be Tekken style 3D, which sounds brill especially with the gore and fatalities and such. Is this true?

3. I have only got Daytona USA on my Saturn but should be able to buy a further two by the new year. Can you put these games in order of best to worse:Sega Rally, Virtua Cop, Virtua Fighter 2 and FIFA '96.

Chris Savva, Basildon.

1 No word yet. 2 It might be, but they're remaining tight-lipped on the subject at the moment. Seems very likely, though. 3 VF2, Rally, Cop, FIFA.

TAKE MY WIFE... PLEASE!

Dear Saturn Mag

Having just swapped my Sony PlayStation for a Sega Saturn (good move I think) could you please answer my questions.

1. Is the Saturn as powerful as the PlayStation when it comes to 3D graphics?

2. When Wipeout comes out on the Saturn will it be as good as the PlayStation version?

3. Will Doom be coming out on the Saturn?

4. I used to own a 3DO — the best car game I have ever played (even my wife played it!) was The Need For Speed from EA — will this game be coming out for the Saturn?

5. Are there any good flight sims coming out on the Saturn?

6. Is your mag any good? — I will answer this one myself. Excellent read. Keep up the good work. Thankyou.

Dave Brownlie, Harrogate. North Yorks.

1 In its own special way, oh yes. 2 Let's hope so, eh? 3 Yep – in a few months. 4 Oh crikey no, sorry. But it's not as good as Rally anyway. 5 Wing Arms.

SATURN OWNER AND HUNGRY – PLEASE HELP

Dear SSM,

I'm a Saturn owner and hungry for your information so please answer these questions

1. I want to get an adventure game for my Saturn but I don't know which one to get out of these titles: Myst, Virtual Hydlide, Mansion of Hidden Souls and Theme Park. Which one do you think I should get?

2. In the Sega Saturn manual it says that in the future you might make a keyboard for the Saturn. Is that true? If so, when do you think it will be ready?

3. When is VF3 and VC2 going to be finished and in the shops?

4. Are the Sony PlayStation and the Ultra 64 more powerful than the mighty Saturn?

P.S. What do the little pictures on the side of SSM mean? eg. the Virtua Cop on issue 1 and Wolf on issue 2?

Tom Coles Penzance, Cornwall.

1 Well Myst will probably last you the longest and it's very pretty. Hidden Souls is a bit brief, Theme Park isn't much of an adventure (although it's very good)and Hydlide is, in a word, cack. So I'd say Myst. 2 Well, they might do, but it's fairly unlikely it'll ever be launched over here, unfortunately. 3 They should be out by next Christmas. 4 PlayStation, no. Ultra 64, yes. But it's the games that count etc etc etc etc. P.S. They're decorative.



It's fast, it's cool and it's coming to the Saturn — soon!



EAGER BEAVER

Dear SSM,

Please could you answer these questions from a number one fan:

1. Will Tekken come out on the Saturn?

2. I've heard that Wing Commander 3 is coming out on the Saturn. Is that true and if so when?

3. Will there be a Virtua Cop 3?

4. Will there be a Virtua Fighter 4?

5. What games will be coming out in January that will be worth waiting for?

6. Will there be any interactive movies coming out?

This is the coolest mag around. Thanks.

Nick Allibone, Fareham.

1 No, a thousand times no. 2 It is so, and we don't know. What a good rhyme. 3 It would seem likely. 4 Hang on, there isn't a Virtua Fighter THREE yet, you impudent pup. 5 You won't have to wait for them. It is January. 6 Depends what you mean. In the truest sense of the word – no, thankfully. But there are projects evil men may misconstrue as so-called "interactive movies".

GIZZA JOB

Dear SSM,

1. Could you tell me if there is a Star Wars game coming out on the Saturn? I really enjoyed the arcade game and I think the Saturn could do a near perfect conversion.

2. Do you really think that the video card is worth investing in?

3. Will we see Micro Machines on the Saturn as it is one of my favourite all-time games?

4. Any jobs going?

Tim O'Donnell, Lisburn, N. Ireland.

1 No. Much as we'd all like to see one. Although, on reflection, there might be. Not sure. Sorry. 2 Perhaps not yet. Wait a while until you're really sure and there are more flicks worth getting. 3 Plans are afoot, but it's going to be a bit different. 4 You'd be lucky, sonny Jim.

HEADLINE:RECKONS HE'S HARD

DEAR SATURN MAG

Could you please answer my questions otherwise I will be forced to make my way down to your office and beat them out of you!

1. My friend told me that Bullfrog are doing a sequel to Theme Park set in a hospital. He says it's just on the PlayStation though. Is this true?

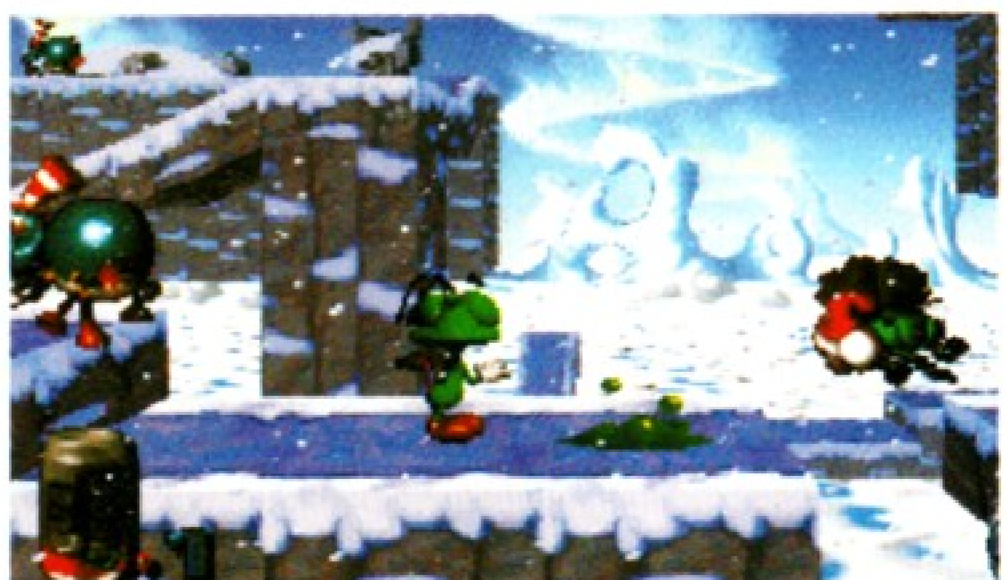
2. The cartridge slot at the back of the Saturn — is it just for storing memory or can it be used for other things?

3. Which is better, Bug! or Clockwork Knight 2?

4. Does the Virtua stick make VF more fun to play?

James Shingle, Northampton.

1 Yep. 2 You can use it for storing toast soldiers if you want but you'll knacker your Saturn. 3 Good question. Er... Bug! is bigger and lasts a lot longer because it's rock, but Clockie 2 is a pretty stunning game to look at and very playable. 4 Mmmnot really.



Bug! or Clockwork Knight 2? We say 'hmm, either really'!





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D



OUBLE DRAGOON





It was almost exactly this time last year that Sega released a game that rewrote the shoot 'em up formula. Incredible polygon graphics, 3D shooting area, and most important of all – dragons! And now, like a phoenix from the ashes, it's reborn! And so is TOM GUISE to take a look at it!

Dragons. Listen pal, don't go preaching to me about dragons. I was in 'Nam, buddy. Yep, it was back in the spring of '95. The 'Spring Of Love' those lazy punk-ass hippy kids called it. For those of us in the 9th Panzer Dragoon Division though, it was the 'Spring Of Mutha-Death-Armageddon!' I remember it as if it were only last year. The heavy beating of leathery wings overhead, the hard saddle sticking to my sweaty, five-day old army issue underdaks, and the oily stench of dragon breath burning out my lungs, as I loosed off a round of crackling blue plasma into another faceless flying beetle.

For seven long levels I paid my dues in the flying squad, facing what us grunts like to call 360 degree shoot 'em up action. You never forget an experience like that. I saw many good dragons – close friends of mine every one of them – go down in a Kentucky-fried ball of flames. And now you tell me there's a sequel on the horizon? Hasn't the world learned anything from history? Well you know where you can stick your goddamn Project Perseus... >>







PROJECT PERSEUS?

That, folks, is the working title of Panzer Dragoon 2. Team Andromeda's long-awaited sequel to last year's brilliant, ground-breaking 3D shoot 'em up. Rumoured to be the most expensive video game ever made, Panzer Dragoon certainly lived up to this mighty boast. Its lavish graphics were unlike anything previously seen in a game. With vast flying ships, monstrous sandworms, alien insects and, of course, majestic dragons filling its fantastical levels, it looked more like a moving oil-painting than a shoot 'em up.

Panzer Dragoon's brilliance went further than just looks though, as it fully-realised the potential of a 3D scrolling shoot 'em up. Expanding on the into-the-screen Afterburner gameplay, Panzer allowed you to scroll totally around your dragon steed. Suddenly you had to think in three-dimensions, as fleets of battleships soared up from behind, whilst sand-crabs burst out of the ground to your left and right. It totally broke the shoot 'em up mould and provided an incredibly exhilarating experience!

So what could Team Andromeda possibly have in store for the sequel? Well, you ride a dragon again. 360-degree shooting action is the basic formula. And it looks totally incredible. Naturally, all the winning factors of the original game are here. However, the basic gaming formula has grown and developed. Quite literally in fact, as the key word this time is 'Metamorphosis!'



THE HUNGRY CATERPILLAR

The way in which a caterpillar transforms into a butterfly is probably the best analogy to describe the idea behind Panzer Dragoon 2. You see, unlike in the original game, you don't start the game with a fully-grown dragon steed, but rather a dragon puppy. At the beginning of the game the dragon is unable to fly, so the first level takes place on the ground. As the game progresses, so the dragon matures, first learning how to shoot and then fly.

One of the main criticisms of the first Panzer Dragoon was over its difficulty level. Bizarrely enough, Sega found that opinions were clearly split between those that found the game too difficult and those that found it too easy. Panzer 2's new 'Metamorphosis' feature has been designed to prevent that problem surfacing again. The game actually judges the player's skill level and shapes the dragon's growth and development accordingly. Weak players will find their steed develops better defensively, whereas more experienced gamers will find the dragon's offensive prowess increases. The dragon literally grows to suit its owner!



Using the view rotation you can appreciate the incredible animation. The way your dragon steed gallops along in 'Ground Mode' is particularly impressive.



Team Andromeda promise Panzer Dragoon Zwei will feature even more impressive enemies than its predecessor. Even from this early version it's clear that's the case.

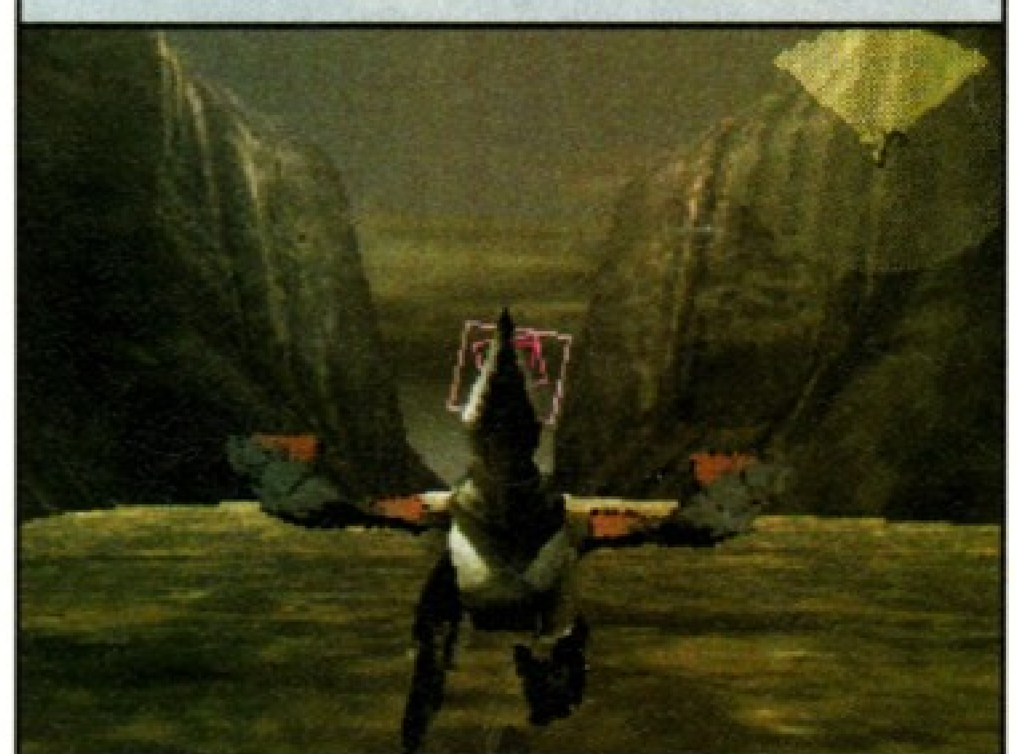


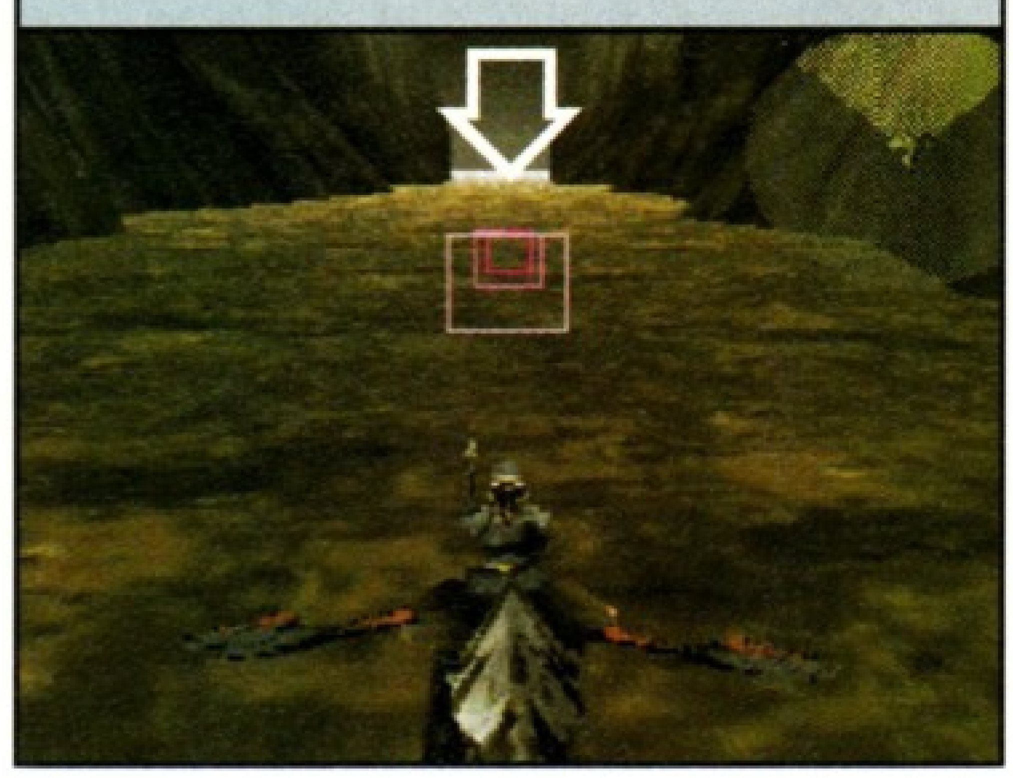


ALL-NEW NECK ACTION!

As if it isn't bad enough having to cope with swarms of enemy ships to your sides and rear, you can now crane your view up and down. Giving the programmers an excuse to put enemies above and below you too! Coping with this larger play-area is not actually as mind boggling as you'd think, as you find yourself naturally steering the view up and down to chase the enemy. It also makes the game even more impressive to look at.



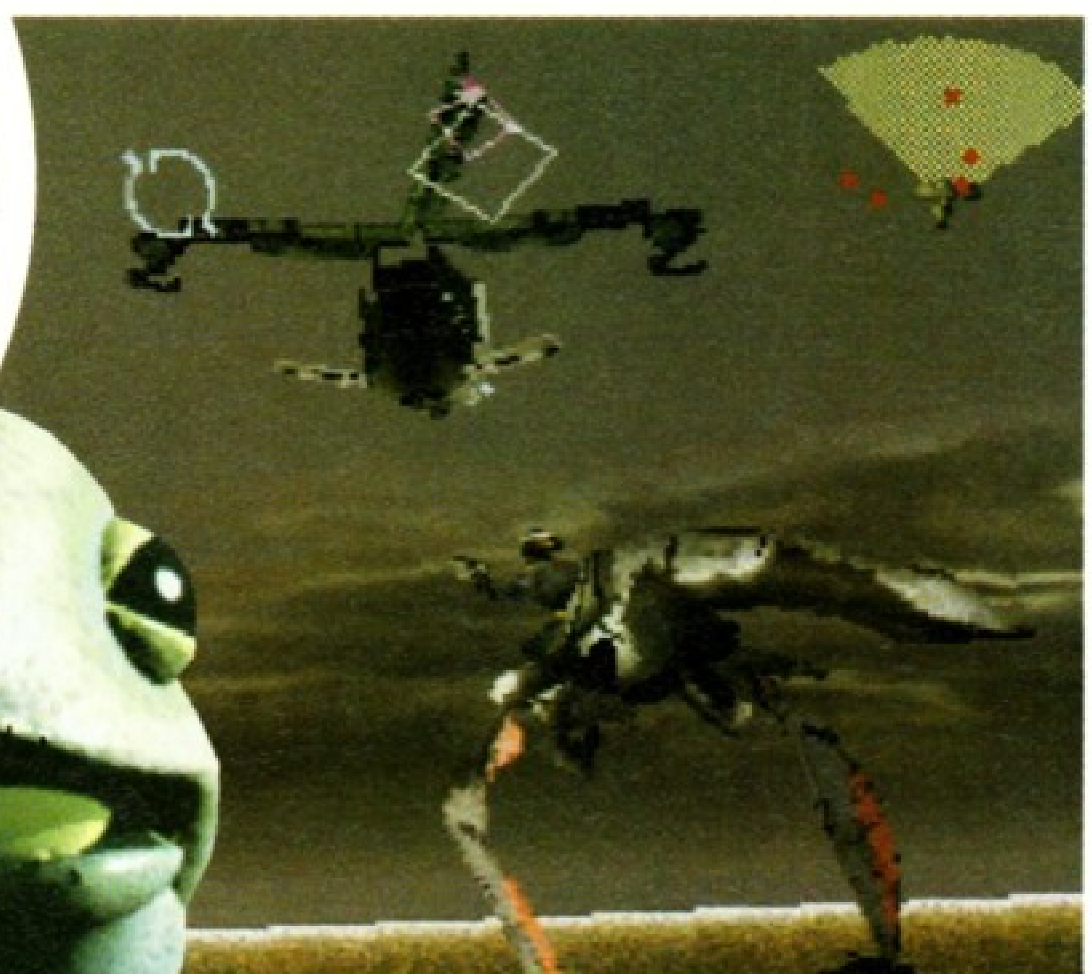






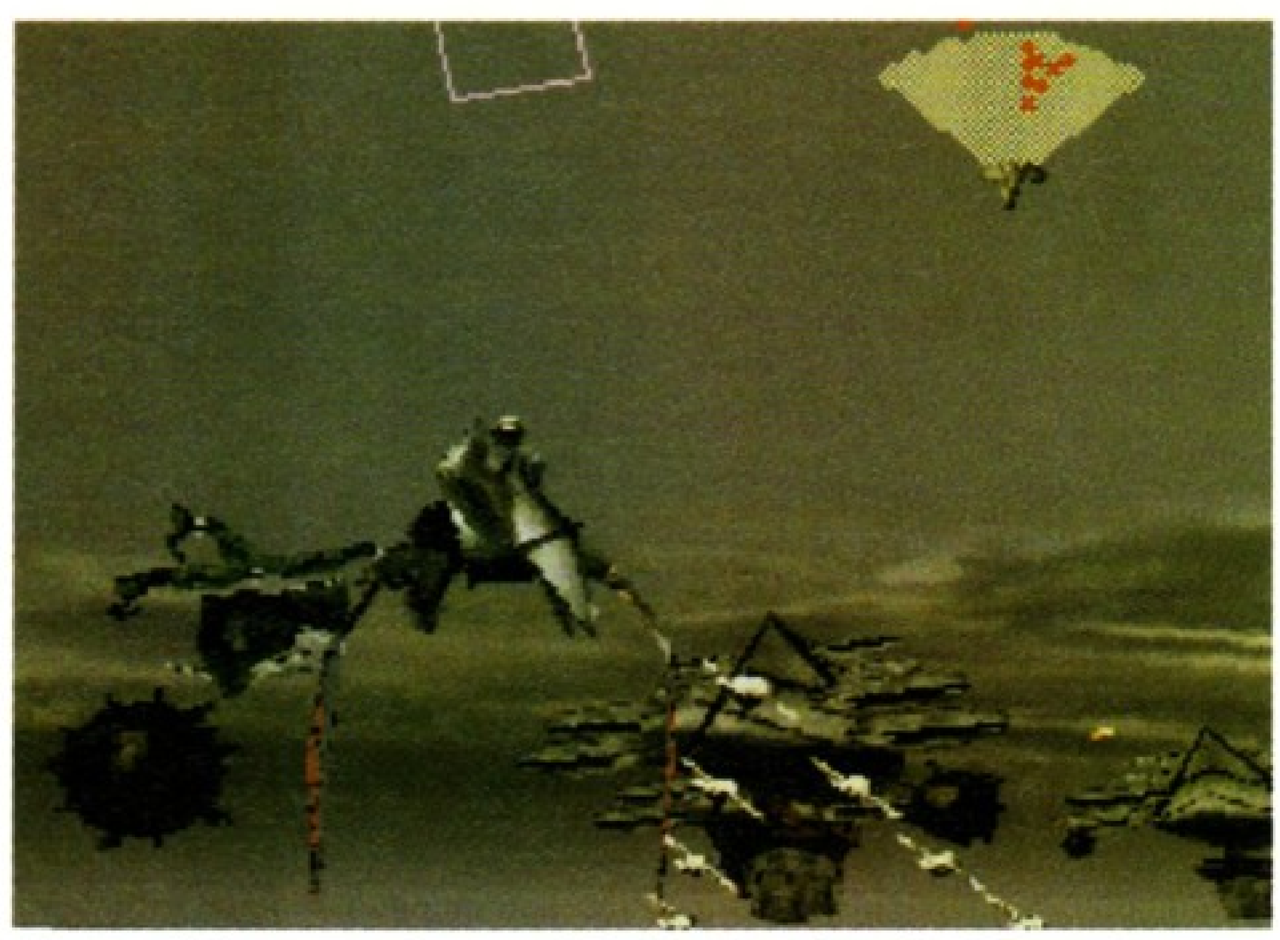


All-new height views mean even more amazing graphics. It also makes for extra hazards as enemies attack from above.









In the early stages of the game your dragon has undeveloped wings making it incapable of flight. But soon it unfolds them, taking to the sky.

The giant 'living creature' powered skyships from the original Panzer Dragoon make a return appearance in the sequel. The Empire is back!

OVER AND UNDER

Panzer 2's metamorphic theme goes further still. Breaking from the fixed journey of the first game, the sequel now provides you with different routes through each level. This added element actually ties in with the dragon's development, as it allows you to choose between sections that take you into the air, or bring you to the ground. For example, should you encounter a cave entrance whilst flying along, your dragon can actually drop to the ground and enter it, or remain in the air and fly around the mountain. Effectively, this vastly increases the size and variety of each level!

WORLD IN MOTION

Although Panzer 2 has been in production for sometime now (development was actually announced immediately on the release of the original game), only an extremely early version of the game has been revealed so far. Nonetheless, from what we've seen of Project Perseus, it's quite clear this game is going to be amazing. Already the graphics look more detailed than those of Panzer Dragoon. And Team Andromeda have ambitious plans for the game's visuals. Whereas the first game's backdrops were virtually static, the sequel promises to bring the landscapes to life with moving rivers, foaming waterfalls and even weather conditions such as rain and snow. This added detail is intended to increase the vision of the dying world seen in the first game. And in fact, the plot is a vital element in Panzer 2, unfolding far more clearly than the mysterious happenings of the first game. What's more, revelations about the first game's story are promised in this sequel.

A growing dragon, multiple-route levels, aerial and ground modes, vastly improved visuals – and the new features don't stop there. Panzer 2 promises some technical breakthroughs for the Saturn too. Team Andromeda are working on a new loading system which they claim will make the in-game CD access time virtually unnoticeable. Plus, as we've come to expect now, the PAL version is already promised to be full-screen and full-speed.

Panzer Dragoon 2 looks set to be one of the hottest video games ever and you can be assured of continual coverage as we follow it to its as yet unspecified release date.



POTTY TRAINING

Just to give you a better idea of how your dragon grows and develops, here are the opening moments of the game. Riding along a canyon, some sand crabs burst out of the ground by the dragon's side. Upon pressing the fire button your dragon unleashes a massive explosion, leaving its neck glowing blue. From now on, it's ready to blast anything in sight!

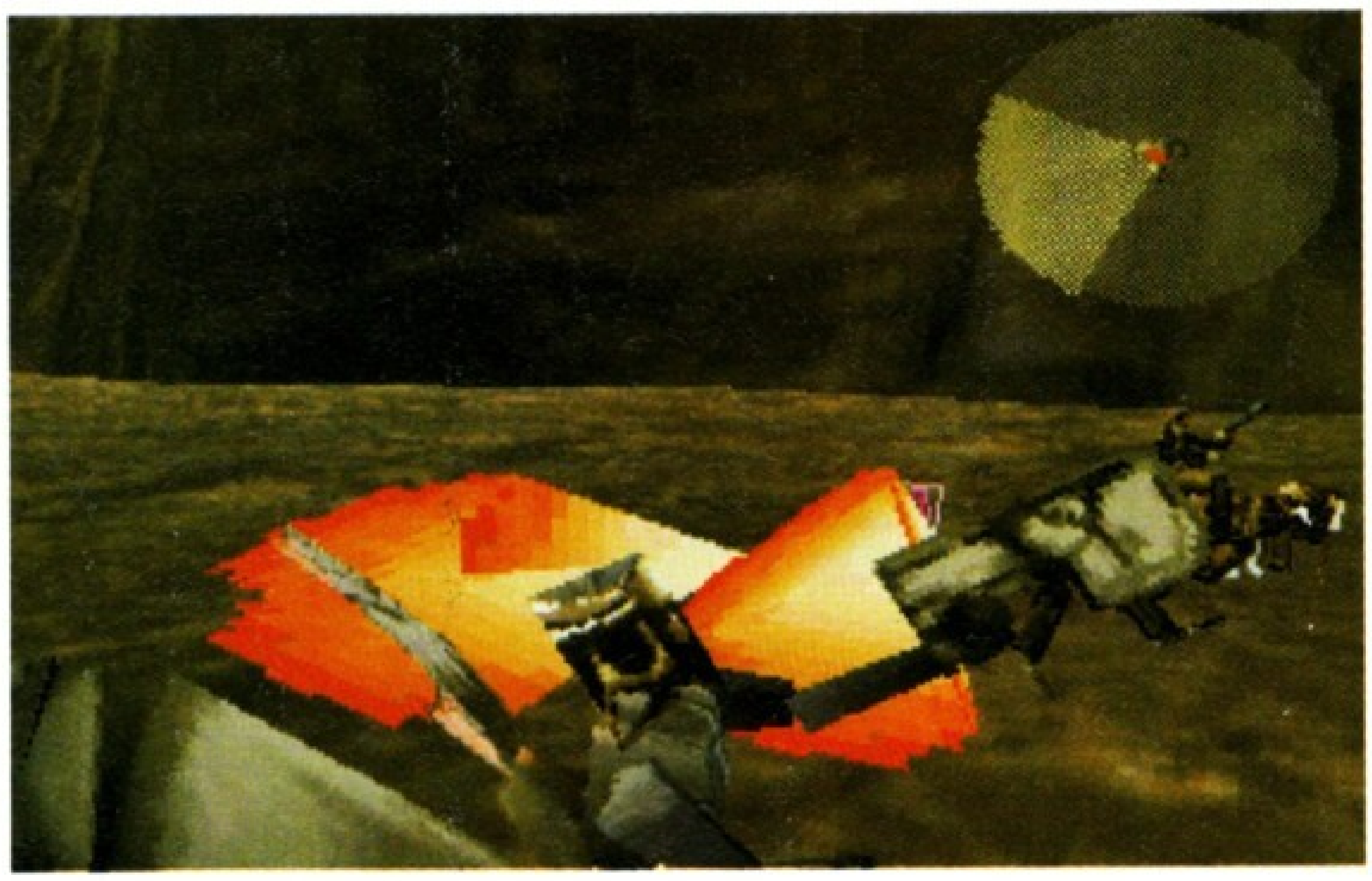
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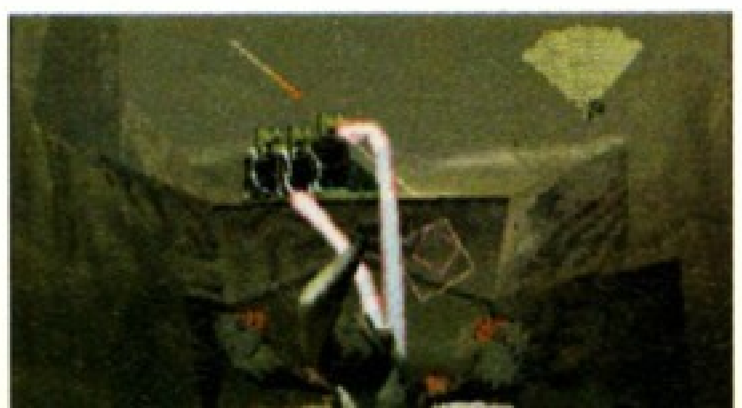

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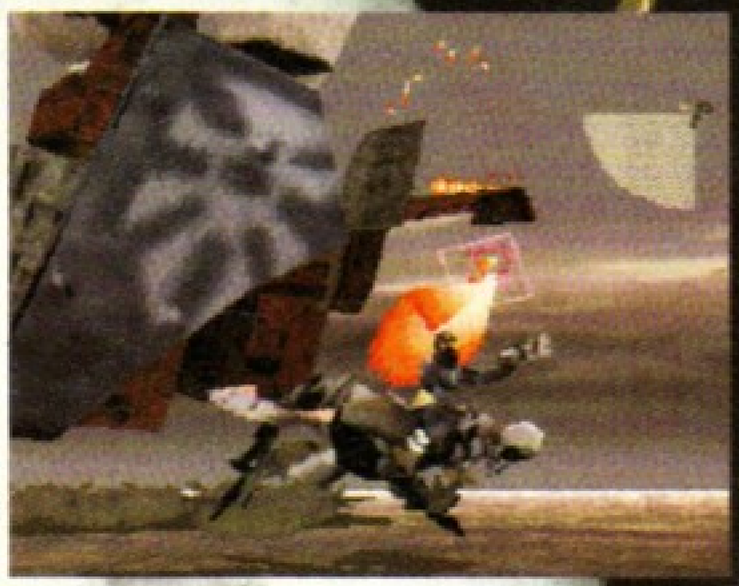




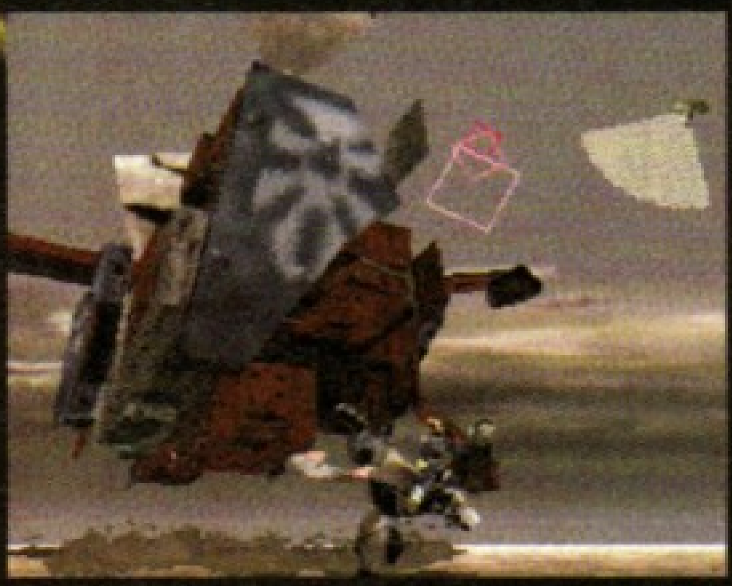
POINTS OF VIEW

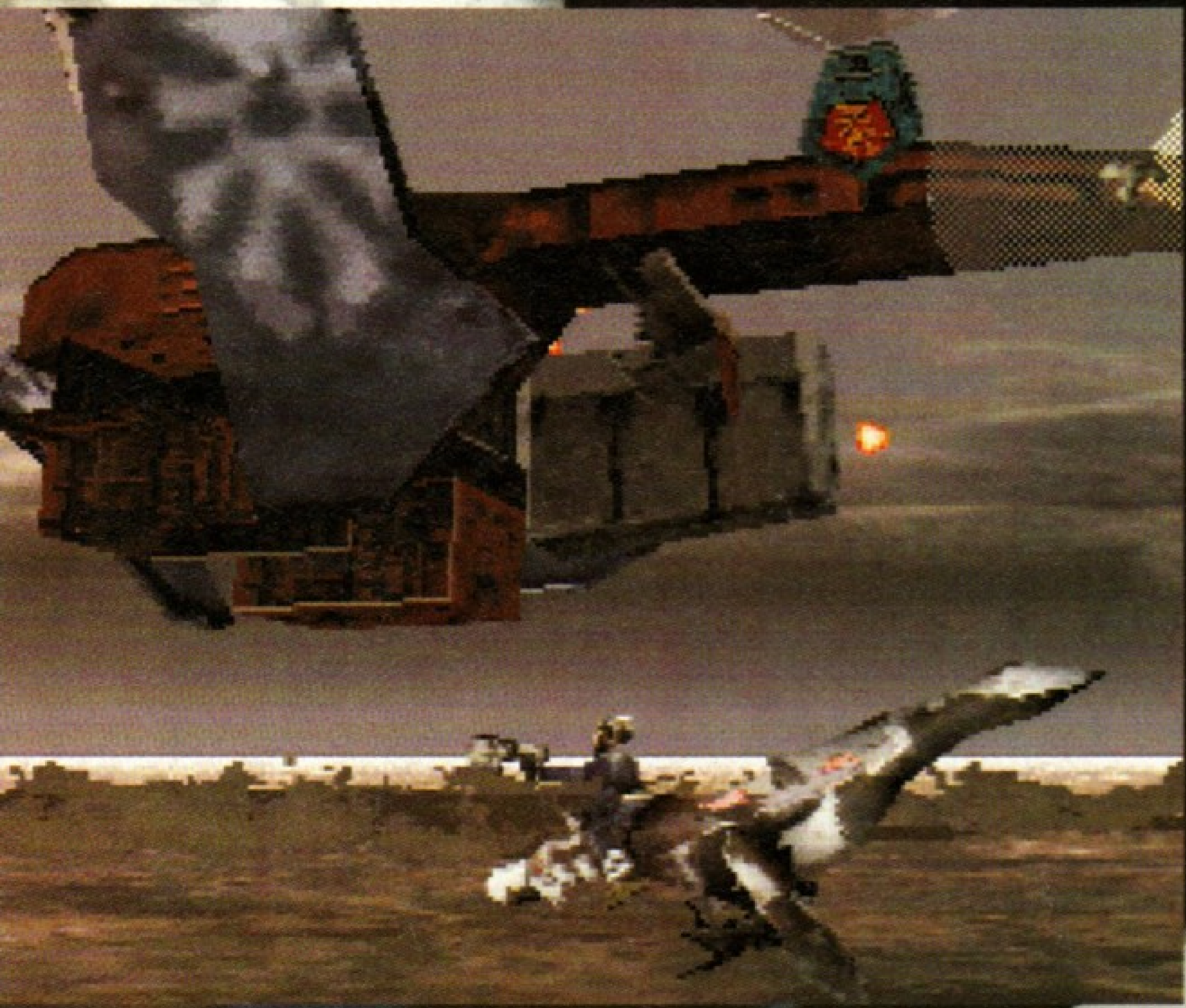
Not only can you twist the view at 360 degrees around your dragon steed, but you can also change the distance at which you view the action from. Something which we impressively demonstrated with a 360 viewpoint diagram in our showcase of the first game. Never fear if you missed it though, because we reckon this is a good time to repeat the performance.

Panzer Dragoon was the first Saturn game to really show off its texture-mapping abilities.



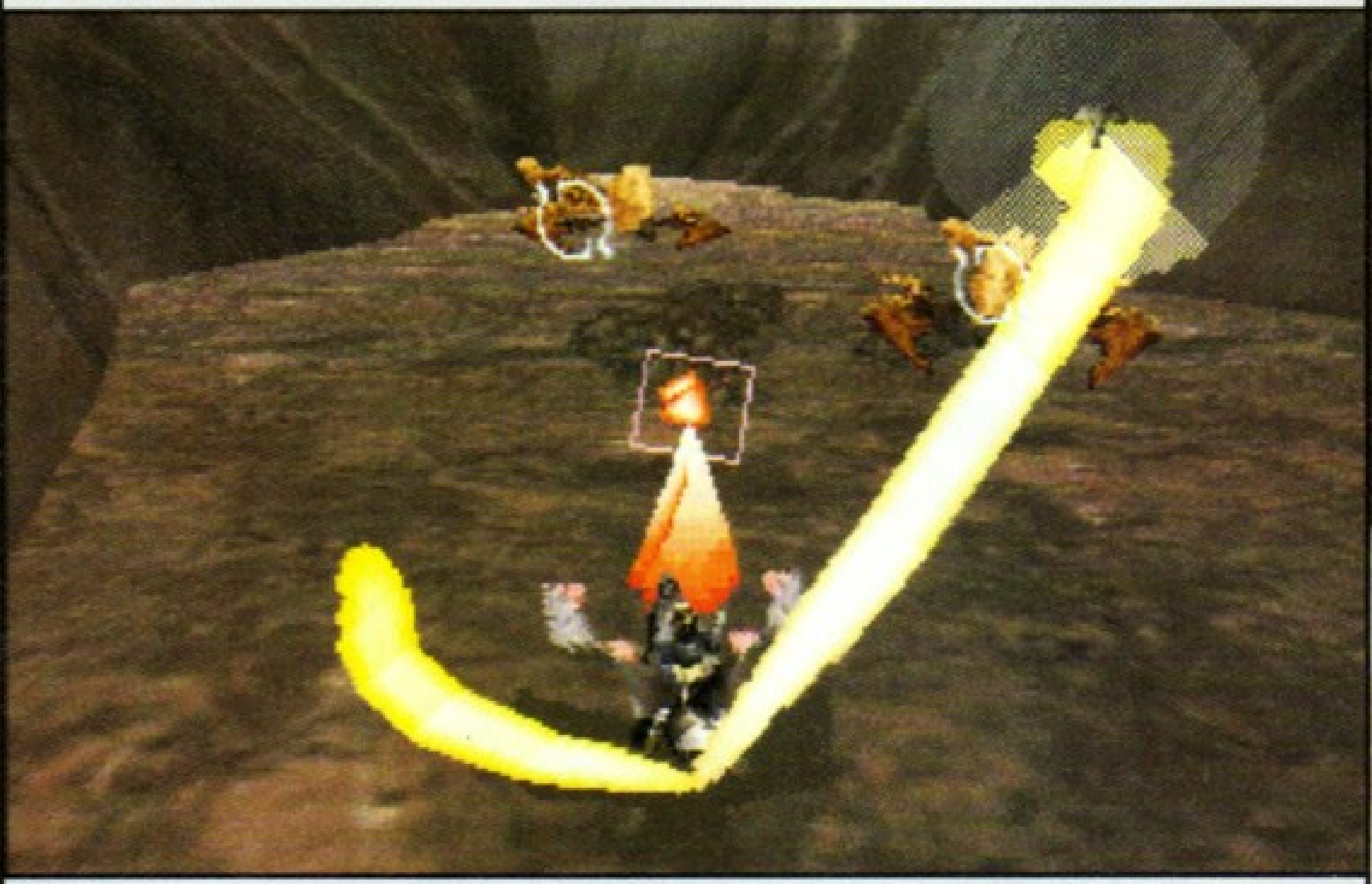
Panzer 2's superior resolution makes for even better texturing. Just look at it!





HE SHOOTS! HE SCORCHES!

Currently, the weaponry available to you in Panzer 2 is the same as in the first game. By holding down the fire button you can lock onto multiple targets, sending homing beams flying to them when released. Alternately, you can tap A, B and C quickly for a rapid shot. It seems likely though, that Team Andromeda will include the extra multi-coloured weaponry that was hidden in the first game. There's also a mystery berserk mode promised, in which the dragon morphs to become faster and more powerful. Sounds exciting!





DECISIONS, DECISIONS...

No doubt you're drooling over the idea of multiple routes through each level. Well, mop up your bottom lip as we show you exactly how salivatingly cool this feature is in practice.

1. This is the first stretch of level one. A simple race through a rocky path, battling against some enemy bandits.

2. Suddenly a huge mountain looms up ahead. Do you chase the rider who went left, or the one who headed right?

3. Head left and the path stops at a massive vertical drop. Your dragon however, doesn't! Instead, it spreads its wings and takes to the air. Now you have to face giant skyships and formations of little fighters. The sensations of taking off and changing altitude have been impressively recreated.











The dragon spreads its wings and takes off!

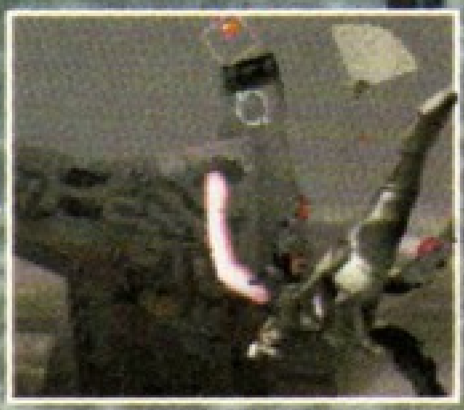


Soon fleets of skyships appear, and attack!

If you don't fancy flying, prepare for a fight!



Towers guard the entrance to the enemy emplacement.



4. Head right and you also come to a vertical drop. Only this time your dragon fails to take to the air! Fortunately it manages to glide to the floor below. This path takes you on a ground journey through a spectacular enemy installation, packed with massive fortresses and huge war machines.

5. Whichever path you took, the level eventually joins back together as you face a huge, transforming skycruiser boss!





It might look totally beautiful, but let's not forget this is a shoot 'em up and that means plenty of mass destruction. Rapid fire tends to blast debris from any foe... even buildings!





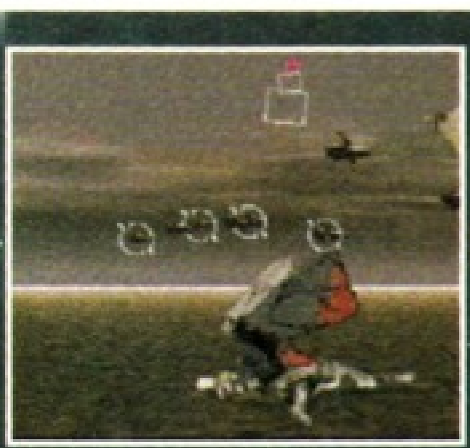
In this early version of Panzer Dragoon Zwei, the weaponry kept changing colour, hinting at possible extra types of firepower.



It's clear Team Andromeda's development skills have much improved in a year.



Watch you don't get caught in the crossfire!



The lock-on gun is needed to get distant enemies.



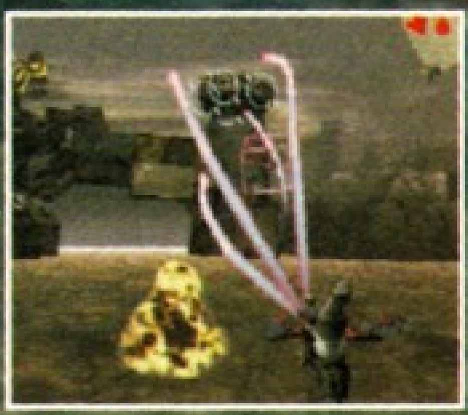
Some of the flying ship formations are stunning!



Giant arks hover close to the ground. Blow 'em away!



This giant armament blokes your exit from the base.



Only by destroying all its weaponry can you pass.



The only boss in this pre-production version, and it's awesome. A massive flying war machine, armed to the hilt and fully-armoured.



The more parts of it you blow away, the more weapons are revealed. It's bombs this time. Torpedoes are next up.



The bigger they are, the harder they fall! The monstrous ruin of the ship crashes in an awesome display of destruction!

Nuclear FISH-ON

Darius – the story of a robot fish empire massacre! We sent Rad Automatic to stem the tide...

I LOVE FISH. IN FACT, INSPIRED BY DARIUS, I EVEN HAD FISH FOR LUNCH TODAY. A NICE CRUNCHY COD. NOT THAT IT WAS FRIED OR ANYTHING – IT WAS RAW AND FULL OF BONES AND TRYING TO ESCAPE. THAT'S HOW MUCH I LOVE FISH. SO OBVIOUSLY THE THOUGHT OF FLYING TO AN ALIEN ROBOT FISH PLANET AND BLASTING THE CYBERNETIC DAYLIGHTS OUT OF HUNDREDS OF MY FINNY FRIENDS IS QUITE DISHEARTENING FOR ME. BUT THEN, IF I WERE THAT FOND OF THE SCALY SAMARITANS OF THE SEVEN SEAS I PROBABLY WOULDN'T EAT THEM. IN FACT, I'D BE ONE OF THEM CRUELTY-FREE KRISHNA TYPES. BUT THEN, IF I WAS A KRISHNA, SURELY ALL THOSE FISH WOULD BE SPIRIT SOULS CONTAINED IN THEIR FISHY VESSELS, AND I WOULD IN FACT BE AIDING THEM INTO THEIR TRANSCENDENCE TO THE SPIRIT PLANE. SO WITHOUT FURTHER A-HARE, LET'S STRAP ON THOSE BIG LASERS AND SET THE CONTROLS FOR SOME PISCINE OBLIVION...

But let's face facts, it's pretty unlikely there's anything in the Bhagavat Gita about mercilessly razing societies of mechanical aquaticals. So what's this game's flimsy premise for a spot of Armagilldon? Well, because fish have gone and taken over your home planet, that's why. The little blighters, crawling out of the sea without even the manners to evolve before piling down the high street. Predictably, your entire fleet of co-crusaders has been wiped out within seconds, leaving you as the lone gun stupid enough not to turn back. Well it's your funeral, sucker.

The planet Darius is pretty big. Twenty-six zones in all. Which is a lucky number, because it means they can all be coded with a letter. At the end of each stage you're offered a choice of the nearest two zones forward to explore. The zones fan out, with A (the first) on its own, followed by B and C, then a treble line of D-F and so on (with the seventh stage featuring zones Z and V twice). It takes a good knowledge of the game and your own abilities to know which zones are easiest for you.

Luckily for you, the little fighter you're piloting is pretty versatile. It's a small target, nippy on its toes and manoeuvrable. Plus it's decked out with a sizable arsenal. The biggest gun on offer is the ubiquitous Smart Bomb. These destroy practically anything on screen, except those that take in massive damage (like level-end bosses), or aliens who transform (in which case you'll destroy only the first incarnation). The only problem with smart bombs is their scarcity. You start the game with a paltry three of them, and once they're gone others are extremely hard to come by – so you're best saving them for bosses. Your











This here is the map screen, where you choose your route through the perils of the Darius system in true interactive style. What a joy.











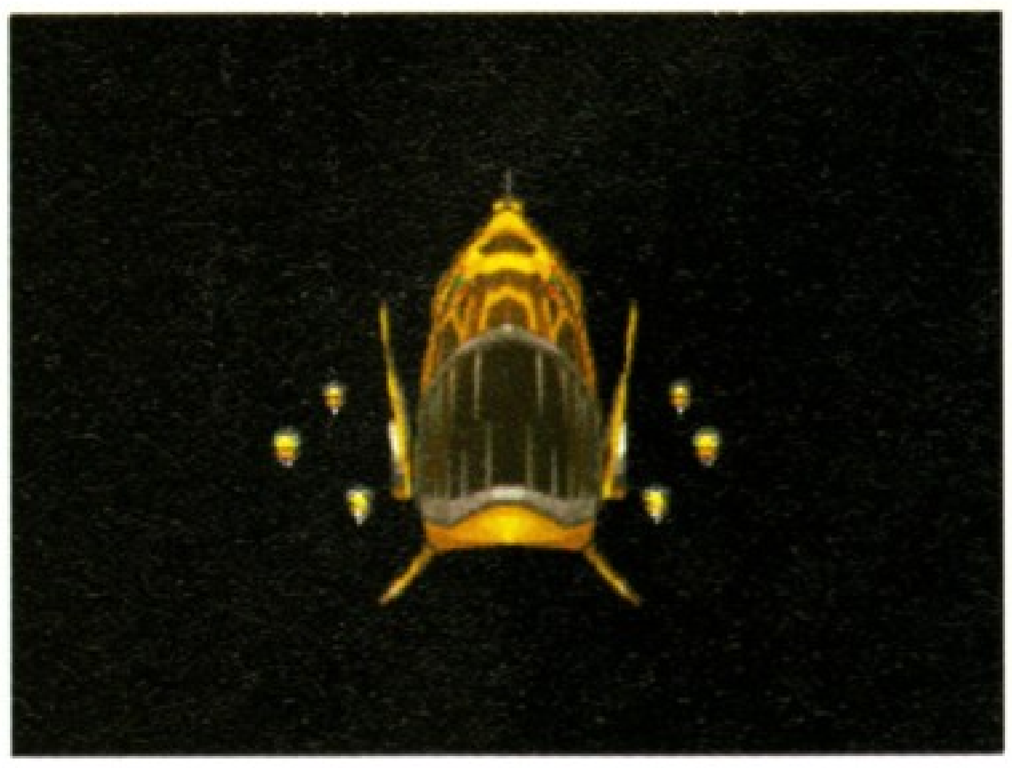


ICON GUIDE

What do all those tricky icons do? Here's a snap at-a-glance guide to their colours and properties.

RED	Laser power-up.
GREEN	One-third of a missile power-up.
BLUE	Three-hit shield
PURPLE	One extra smart bomb
GOLD	Kill all enemies on-screen
GREY	Bonus points











main force of defence is the laser mounted onto the front of your ship. This starts off quite feeble, firing a single blue pulse of energy. Collecting red icon power-ups improves the power of your attacks, first by adding to the number of beams, then switching the laser to bigger energy bolts until you've eventually got a fully-powered arsenal of multi-beam green energy blasts emanating from the fore of your craft. Until you die, whereupon you lose all power-ups. The third method of death-metering comes in the form of your rocket launchers. These begin life in the singular, firing one missile diagonally down from the nose of your ship. Collect three green icons, however, and things start to change. First your missiles are powered up to maximum effect (which takes about nine icons in total), then new rocket tubes are added, first firing behind, and then firing above the fighter. Missiles are more powerful than lasers, but harder to target. However, their main advantage is that, even should you die, your missile capabilities stick with you. These power-ups, along with an almost essential three-hit shield (blue icons), appear should you shoot an enemy of the relevant hue, or should you shoot a hidden icon enough times to reveal it (to give you a clue, hidden bonuses flash when hit). >>









Shoot the blue dragon for a shield power-up. Which would come in pretty handy, seeing as this poor ship is just about to die. Don't corner yourself is the advice here.





This giant beetle boss is the only surface-dwelling guardian in the game.

The idea with Darius is to kill everything. But is it any cop? Well we'll tell you all about that in the Review next issue. So wait.



Asteroids – that old favourite of the arcades (and Kwik Save) – returns.



These giant fish are nigh-on indestructible.





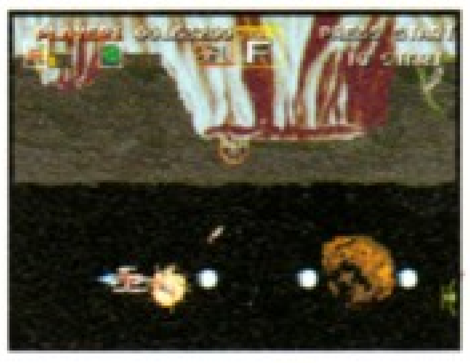
WAIT A SECOND, TERRA-BOY!!!

The hardware at your fingertips might sound pretty impressive, but that'll be because you know nothing of the challenges facing you. NOTHING – you hear me, Earthling? Pah! How could mere mortals comprehend the power of the Nepturiox? Since you're going to die anyway, puny mortal, I – TurBot, leader of the Nepturiox – will display the many ways in which you will meet your doom! Ahahahaaa!

MOON SURFACE

Loop around one of the many moons of your globe for an attack on the Folding Fan boss – if you dare! Ahahaa! I have placed regiments of deep space troops in every conceivable position. Plus, you'll have the hard surface of the satellite to contend with. Crash into that hulk of rock and your adventure is over!















UNDERSEA KINGDOM

Before reaching the GIANT BATTLE CRUISERS which you'll no doubt wish to liberate your planet from by destroying, you'll have to face the brunt of my foot soldiers. Nowhere will showcase as many varieties of my deadly children as my Undersea Spawning Pool. An underwater level, you'll need to watch out for the babies of my multitude of slavish goggle-eyed followers.

ASTEROID STORM

Much as I will take pleasure in crushing your last pathetic breath from your throat myself, never underestimate the powers of nature – at her most splendidly dangerous in the fathomless wilds of space! Beware the many fast-moving asteroid storms. Whilst these huge rocks are easily split, the faster smaller shards are hard to avoid without superhuman skills. And of course, you are but a human yourself.













CAVERN CHASE

You may believe my ore mining operations are invulnerable, Captain, but I assure you they are most well protected. Indeed, I would have to offer word against flying your craft down a shaft, as there are still many unmined rockfaces for you to crash into. If you're lucky you may be able to position yourself behind a mining drone burrowing its way through, but pick your routes carefully and remember not to destroy them, or *sign your own death warrant!!!*

ABANDONED HULK

An insidious plot, I'm sure you'll concur, but an effective one. The many burned-out space cruisers floating around Darius are far from abandoned. Indeed, they teem with not only my briny behemoths, but also hundreds of my Gundam robots. These armoured robot warriors run around the junked hulks, blasting their Mega-Lance lasers, and shall even pursue you to your grave with their rocket packs. And this is all before you even face my fearsome guardians...

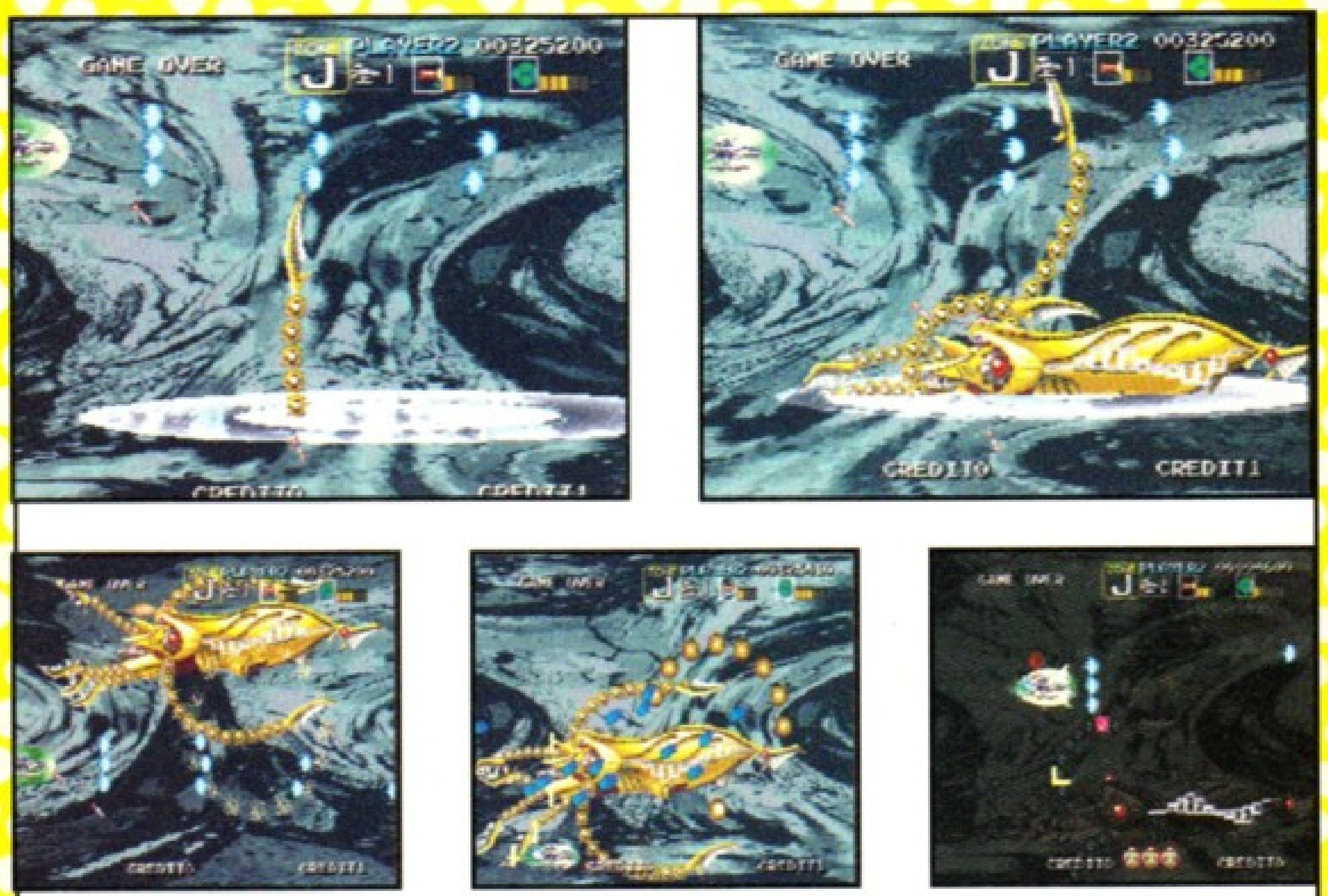




GOLDEN OGRE

The first of my GIANT BATTLE CRUISERS is Golden Ogre, the Hell Fish. As he appears, he smashes away tall buildings with his spiny tail. After that he'll unleash many bullets, a gigantic mouth beam laser and even thousands of his own golden scales in his effort to smite you. Sadly, due to an armour deficiency he's pretty susceptible to smart bomb attacks. So whatever you do, don't kill him with them, or I'll get cross.





NEON LIGHT ILLUSION

Don't be fooled by the girly name. Neon Light Illusion is no Pink Floyd stage effect, he is a mechanical crustacean behemoth from beyond the stars! First he'll distract your feeble expressive human eyes with his many pretty light warping effects in the background to his stage, gyrating the scenery in a disconcerting manner. Then he'll use this cover to attack with his many squid tentacles, slicing at you, firing his powerful lasers and finally attempting to bite you to death. One of my most disturbing creations, I'm sure you'll agree.



PRICKLY ANGLER

Oh, haha, oh dear – your smart bombs will not save you now, Earthling. In fact, nothing will save you! Prickly Angler may, at first appear to be simply the prettiest fish in the pond, and his first incarnation may not seem fearsome to an experienced pilot such as yourself, but once you've expended all your bomb power he'll mutate into a giant, spike-ridden Angler Fish armed with the most effective lasers in my arsenal.



TITANIC LANCE

You may wish to avoid my little horrors by cutting across the planet's orbit in deep space. Well I'm afraid I must advise you against that. For you see, I have set my own personal flagship, Titanic Lance, to patrol the outer reaches of the atmosphere. Titanic Lance takes up as much space as one of your normal Earth stages. To reach the almost impregnable head section you'll need to blast your way through eight modules of the craft, each armed with an array of grabbing winch hands, Death Ray lasers, spinning shrapnel bombs, whirling lasers, and homing lasers. So you see, your unfortunate fate has already been sealed. Perhaps we shall learn of your destiny in next month's SATURN MAGAZINE Review.

There was never any doubt – Sega Rally was always going to be a stonking game, as anyone who played last month's demo disc or indeed rushed out and bought the game last month will be able to tell. But, as you'd expect from AM's span of titles, there's more to Rally than meets the eye. In fact, there's a whole host of secrets to be discovered in this title, and as usual, SEGA SATURN MAGAZINE can reveal each and every one to you. Plus, there's a few words from AM3 on the awesome reception that Rally has received all across the world. SAM HICKMAN is your navigator.

There's two ways to activate most of the cheats in Sega Rally – there's the easy way and the hard way. The hard way inevitably involves playing each race through and coming first, but for all you game imbeciles, there's cheats for each section which can be programmed at the beginning of the game.

ACCESS LAKE SIDE!

Once you've activated this cheat, it will be saved on your Saturn's memory for as long as you want it. This cheat will enable you to select the Lakeside course on Practice, Time Attack and two player mode. It will also appear on the Record screen and you'll be able to select the Lake Side music on the sound option screen. There's two ways to get this cheat to work.

EITHER:Finish Championship mode in first place.

OR: Press X and Y simultaneously on the mode select screen.









DRIVE THE STRATOS!

Unless you're absolutely brilliant at Rally, you'll probably still be tearing your hair out trying to obtain the secret car – the Lancia Stratos. This cheat allows you to access the car at all times and also save it on to the record screen. Again, this can be accessed in two ways:

EITHER: Finish the Championship Lakeside mode in first place.

OR: Press X,Y,Z,Y,X on mode select screen.





DRIVE THE STRATOS IN ARCADE MODE!

This cheat will only work if you select arcade mode on the options screen. Once the Stratos cheat is activated (see previous cheat), press right when the cursor is on Delta MT (on the car select screen) for the Stratos MT. Press left when the cursor is on Celica AT for Stratos AT. Your course record will not be saved when in this mode.

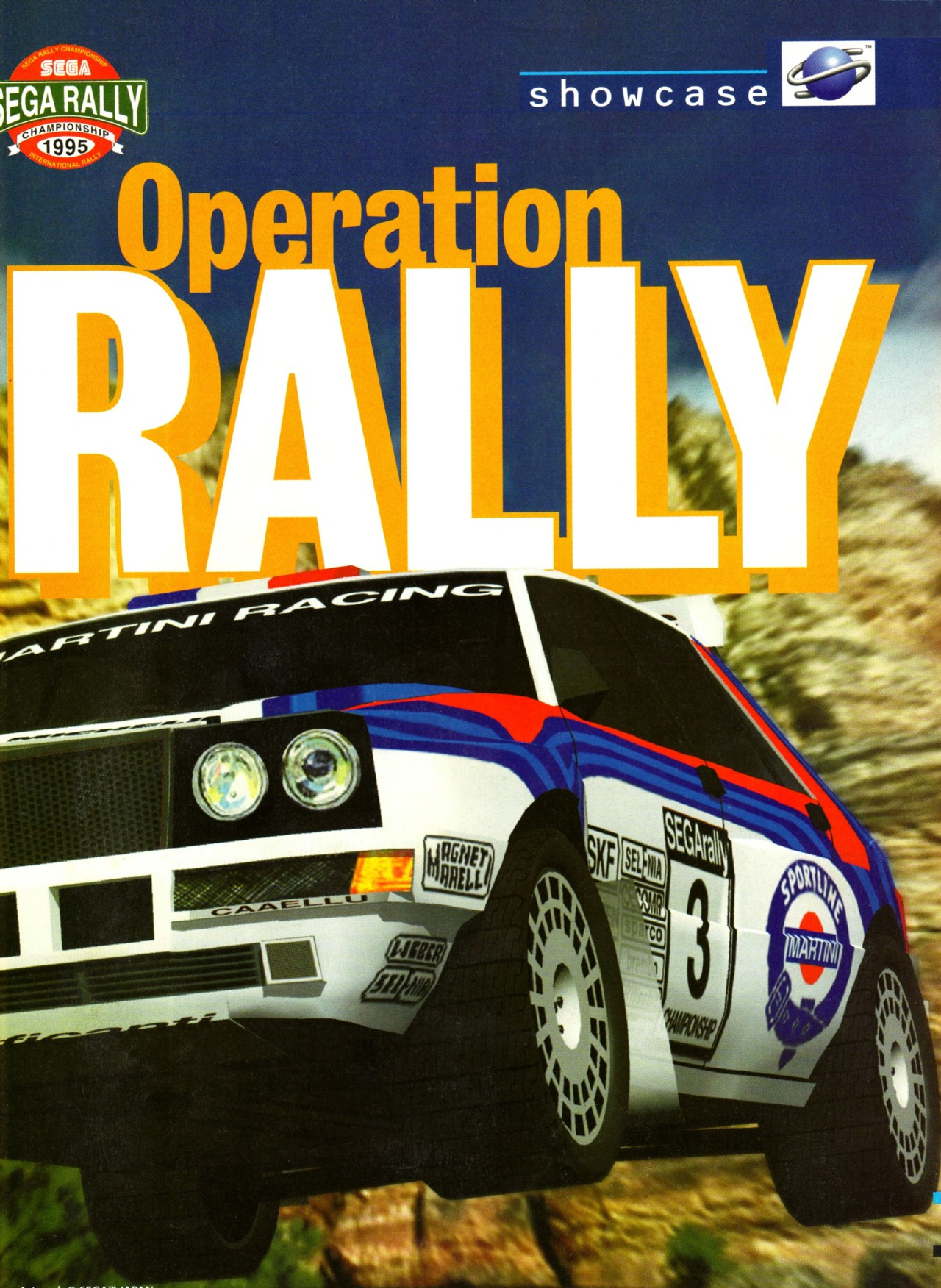
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Operation RALLY



GET HYPER!

>> This gives your cars a power boost and also allows a better grip on the road. The change may not be completely obvious at first, but you'll soon realise the difference when you start shaving seconds off your previous times. Incidentally, you can also access this cheat in the arcades too.

To access, hold X and press C to choose a car on the car select screen. Your car will automatically be set to hyper car mode, and there's a new record table for hyper cars. However, the time comparison does not work in this mode.

RACE AGAINST THE STRATOS!

Yep, you can even race against the Stratos in practice mode! Simply hold the Z button and press C to choose the course. Keep holding Z until the game starts. Note: You must have already activated the Stratos trigger cheat for this to work.





ACCESS MIRROR MODE!

Well, it wouldn't be an AM game unless it came complete with a mirror mode, would it? In arcade mode, go to the "select game" screen, then hold Y and press C to select either Championship or Practice mode.

In Time Attack or two player mode, go to the course select screen, then hold Y and press C to select the course. Time attack records and ghost data will not be recorded, and no ghost car will be available.





ZOOM IN ON THE END SEQUENCE!

To zoom in when the end sequence is being played, hold Z and Down, then press L or R to zoom in or out.









AM3: THE DIRECTOR'S CUT!

Sega Rally has been out in most gaming shops for a couple of weeks now, and as everyone predicted, the game's success has been phenomenal. But, there's little doubt that when the project was first announced, there were a few cynical rumblings from hardcore gamers – especially after the less-than-perfect Daytona.

But, from the minute AM3 commenced work on the Saturn version of Sega Rally, head programmer Testuya Mizuguchi knew that the finished product would blow every driving fan clean away. Naturally, there have been a few compromises, but with the added bonus of a two player mode, amazing 3D and plenty of hidden extras, there's not a Saturn owner in the land that could complain at the finished result. And, seeing as we've already revealed every cheat that was included in the game, the only thing left to do now is visit Sega Japan's HQ for a final word or two on Sega Rally from team AM3 themselves.

Many thanks to Riyuchi Hattori (Senior Programmer), Atsuhiko Nakamura (project director) and Hiroto Kikuchi (team Manager) for granting us this interview. Incidentally, this interview took place when Sega Rally was already complete in Japan.

SSM: Now that Sega Rally is complete, what are your thoughts on the final version of the game?
Mr Hattori: The details of the graphics and the sound of the cars are there and I think that on the whole I'm quite happy with them.

SSM: looking back, what are you particularly pleased with?
Mr Hattori: The movement of the cars now approaches that of the arcade game, which I'm very pleased about.

SSM: Was there anything that was particularly difficult, anything that you had doubts about while you were developing the title?
Mr Hattori: Everything! No, probably the movement of the cars. Then there were the graphics; with our reputation they had to be excellent. We wanted to use a lot of polygons, but then the frame rate would have lessened so we had to think about the balance.
Mr Nakamura: This level of quality in the graphics and movement was not really possible without Saturn's 30 frames per second processing. I think we attained the highest level we anticipated before starting on the project.
Mr Hattori: Of course, it's also a question of timing. The consumers want to have access to the conversion as soon as possible.

SSM: So, we're right in thinking that the project was put together in a relatively short time...
Mr Hattori: Yes, that's about right.

SSM: Why was the split-screen two-player mode decided upon? Why not a link-up facility?
Mr Hattori: It was a question of scheduling.
Mr Nakamura: We didn't feel there would be a suitable cable available for the software by the time of the launch. Also, we felt that there would not be many users able to link up two machines, so the two-player mode was made more user-friendly. This is something of a complicated question.
Mr Hattori: Speed was an issue. We wanted to release it before the end of the year. If we'd had until March 1996, maybe we could have produced a suitable cable. Technically, it isn't that difficult.

SSM: Did you take any comments from consumers when developing Sega Rally? Was any specific research entered into?
Mr Hattori: We always consider them carefully, but in practise they always seem to arrive too late for us to act on. Our team has done racing games before, so to a fair degree we already know our work, but every year we're always being told what to do! I think that we have managed to fulfil most of the consumers' requirements.

SSM: Was the plan to convert Sega Rally inevitable once Daytona was seen on a home system? Was it, shall we say, forced upon you?
[Much laughter breaks out at this point]
Mr Hattori: It was right to do the conversion. It wasn't that difficult.
Mr Nakamura: They mean technically, not strategically.







Mr Hattori: Oh yes, that was forced on us, because it's not just anyone who could have done it. To be honest, I think that if someone else had tried it, I don't think it would have been done. There are probably only about 12 people in the world who could have done it.

SSM: Going back to the beginnings of Sega Rally, why were the Celica and Delta cars selected?
Mr Kikuchi: Well, there were many factors. We felt that in the rally, we had to use real rally cars and the chosen vehicles were well known and looked good. Although there were a number of candidates, these were really the only ones and we felt that we had to choose them.

SSM: What about the Lancia Delta and Toyota Celica?
Mr Hattori: Originally there was talk of using another car from Toyota, but we couldn't find a good one. For example, the Supra would have been just the same as the Celica and not much fun to use in the game, so we ended up with just the one. We also took note of the consumers' opinions, which confirmed that if another car was to be added it should be the Stratos.

SSM: How does driving the Stratos differ from the handling of the other cars?
Mr Hattori: What can I say? Of course their performance is different. The Celica is four-wheel drive, whilst the Stratos is just rear-wheel drive, so it's more difficult. The engine power is improved and that is the maximum speed. The steering is quicker. Overall, the Stratos is a lot more difficult to handle. However, with practise, the Celica can be driven faster than the other car - the Lancia Delta.

SSM: What are the positive and negative aspects of using the Stratos?
Mr Hattori: The good point is its speed - it travels well at high speeds. The bad news is that it is very difficult to drive - you have to be quite an advanced driver to handle it well. If you just started off with it [as a novice player], you probably wouldn't even be able to drive straight. It skids easily.

SSM: Does Sega Rally improve the Saturn's image ? Will it persuade people to buy a Saturn rather than a Playstation – the Playstation has some pretty good racing games too. What does Rally do for Saturn that these games don't do for PlayStation?
Mr Hattori: Sega Rally isn't inferior in any way - it has the two-player mode, the ghost mode and it's a simulation.
Mr Kikuchi: But compared to Ridge Racer, the car movements aren't as smooth. Ridge Racer has a drift system in which the car appears to be on invisible rails. Our game is based on physical calculations and all the results of these calculations are on-screen - for example, the friction of the road or the shock absorbers. And the game has a car edit feature. The results of all our mathematics are reflected in the game itself. Basically, the direction we have taken with our game is completely different and you can't simply compare it to other games.

This is where AM3 go to work in Japan. Yep, it's difficult to believe that Sega Rally was actually created in this building, but all members of the team have spent months here. They weren't allowed to go home or anything.



SSM: What reaction have you received from the press?
Mr Kikuchi: When we did the first alpha promotion, the media were extremely impressed with the quality, but we were able to upgrade this quality still further in the final version. The reaction we received was that everybody's expectations were exceeded.

SSM: Now you've programmed Rally, you must be aware of the Saturn's strong and weak points. Would this affect what you do in the future?
Mr Hattori: I can't say that the weak points [of the Saturn] have ever stopped us from doing what we wanted to do. We would try anything.

SSM: What games would you like to program?
Mr Hattori: There are many things I want to make - for example, puzzle games. But since we've just finished Sega Rally we have no clear idea what we're going to be doing next. I just want to make games that please everyone... Of course, we have our own personal opinions. Speaking in abstract terms, I'd like to make some serious games - not just games for fun - games which don't just end when you're clear, but which you can go back to and spend many hours on. Or alternatively, games which just take a very long time to complete.

SSM: What is the next project for the team?
Mr Nakamura: It's not yet decided.

SSM: What about Manx TT?
Mr Hattori: This is Mr Mizuguchi's AM3 team title... and there's not yet been talk of converting it to Saturn.

SSM: Any final comments about Rally?
Mr Hattori: We feel the game has great longevity. You can play it for hours and the more you play it, the more you'll find. We want players to play it for as long as you'll find.











Tales From The Crypt



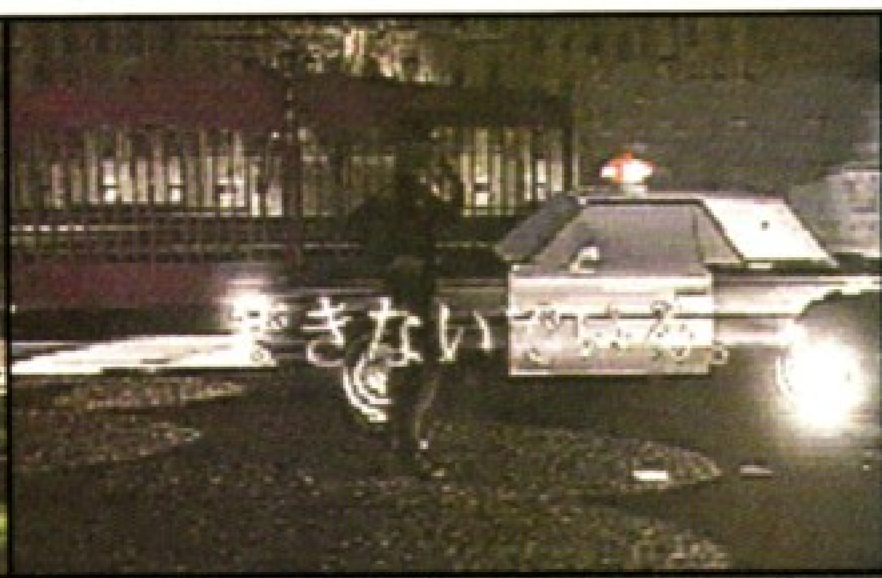
There's been several attempts to bring an atmospheric RPG to the Saturn, but so far, the efforts seen have been pretty feeble. Especially when you consider just how far you can push the genre these days. Yep, people are expecting more than wizards and blubbering monsters for their fifty quid's worth, but were we really expecting to see all this blood and gore too?
SAM HICKMAN investigates this spooky phenomenon.






Death. Torture. Mutilation. You cAn read about this kind of thing in the papers every day of the week. And to a certain extent, you'll see most of them in your average video game too. But it's usually dealt with in some kind of semi-humourous way, just like you'd find in a cartoon. Until now, that is. These days, there's plenty of gaming gore to the pound, and proceedings seem to have taken a slightly chilling turn. No more comedy deaths, fake green ooze or ridiculously attired zombies. It's all gone a bit real. And with this all new realism comes some rather disturbing plotlines.





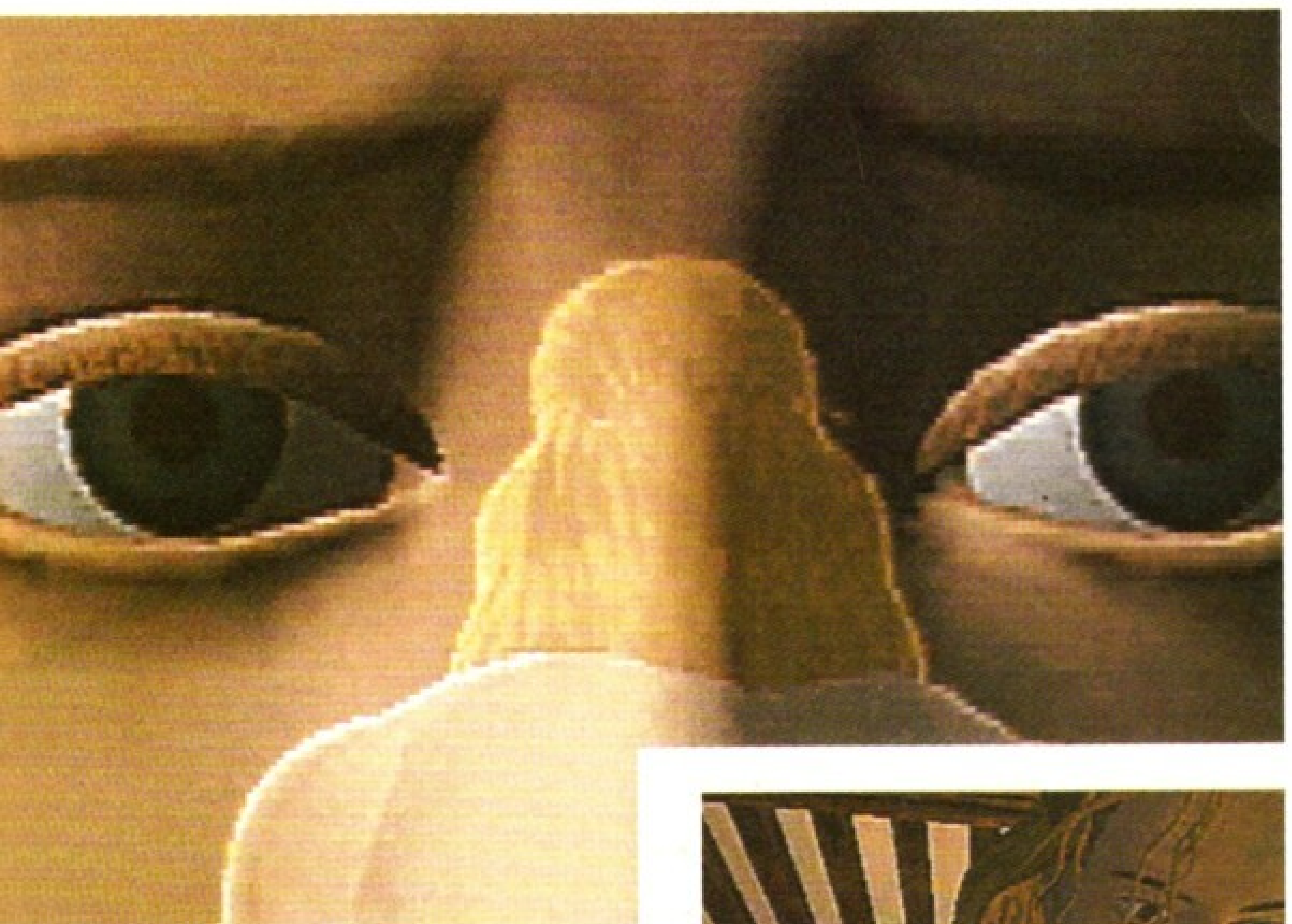




DECEMBER. LOS ANGELES. 1997.

Los Angeles. World centre of glitz, glamour and corruption on the grandest scale. Mecca for twisted psychopathic individuals and home of broken dreams of the ever hopeful. This is the city that can make or break a person. And when it breaks you, anything could happen. Tonight, there's been a disturbance in Los Angeles Central hospital. A highly respected doctor has gone completely bananas with a gun and shot just about everyone in the place. Police have arrived on the scene, but can make head nor tail of what led someone to commit such an awful crime. They've even called Laura, Doc"s daughter in to see if she can shed some light on the situation, but she's as confused as everyone else. But she does decide to pay her father a visit in his creepy old office to see if she can talk some sense into him..

Of course, when she arrives there, the place is deserted. It seems as though the office hasn't been inhabited for some time and there's a rather creepy chill in the atmosphere. She has a quick scout around for any signs of her father, then opens the door to another part of the office, where she's transported to...her father's altered reality!





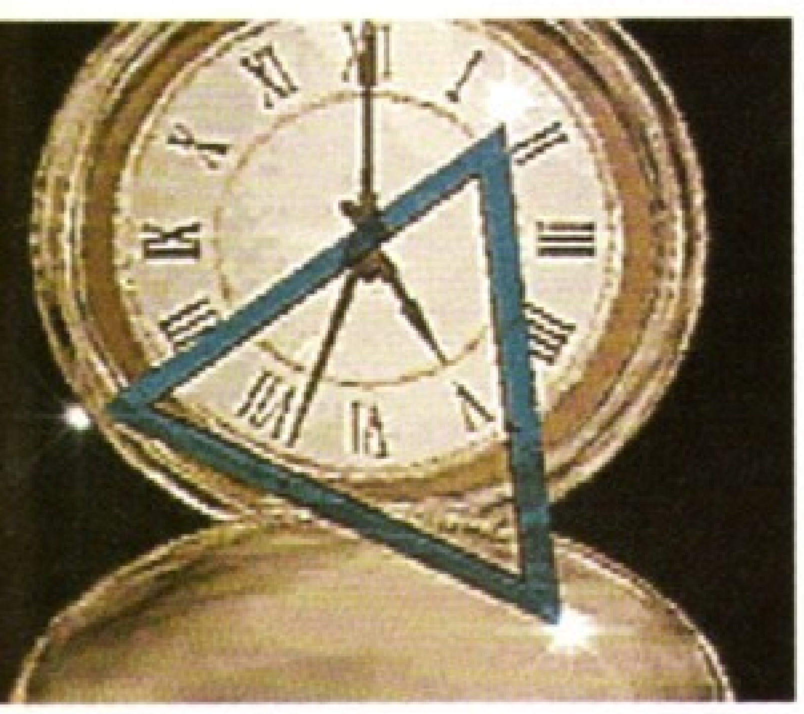
Look like they could do with a good feed, don't they. And a new pair of trousers too. And some hair.

Laura gets in a bit of a spin whenever she comes across the beetle.





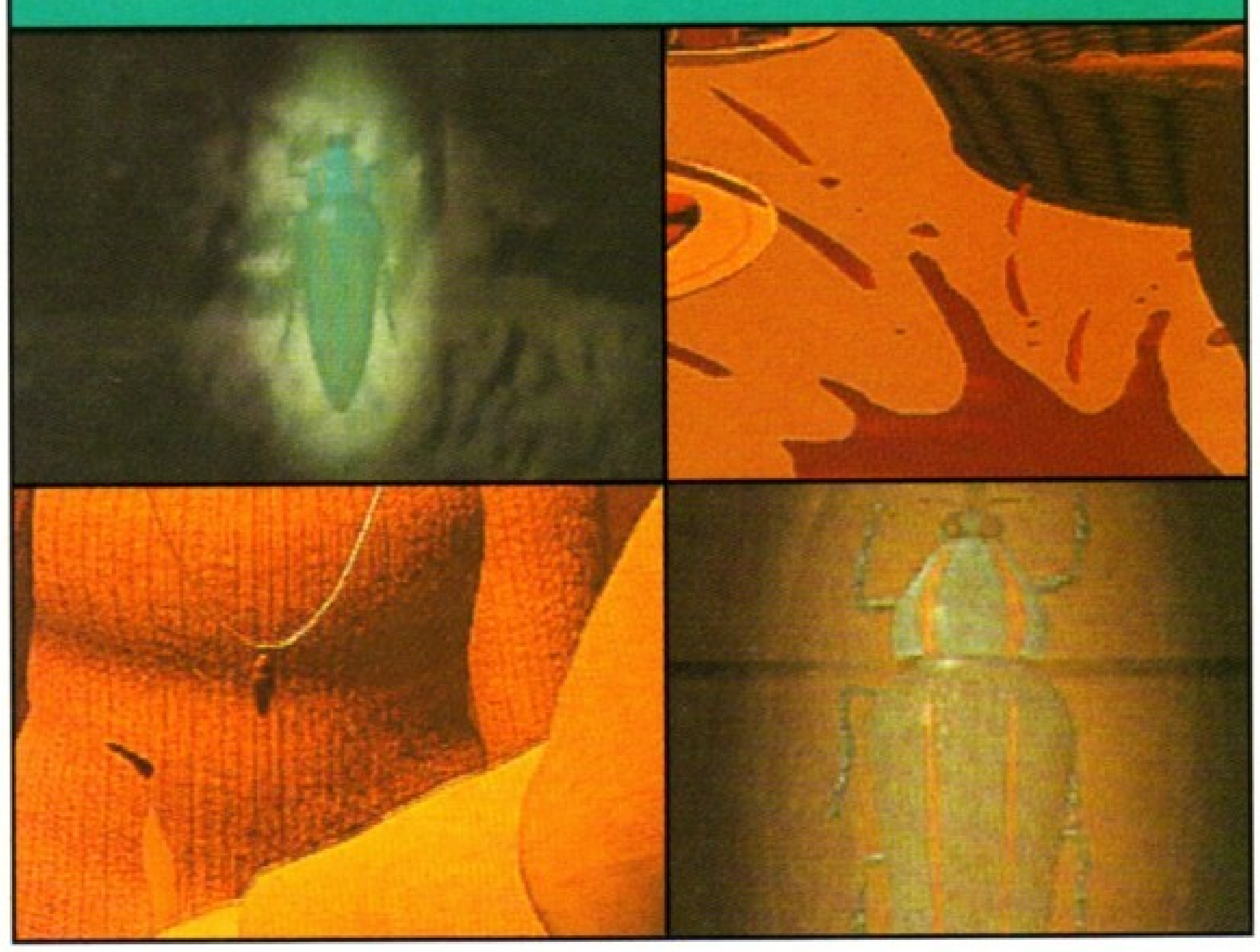
Laura. Listen to me Laura. You are guilty. Guilty of a gormless expression.



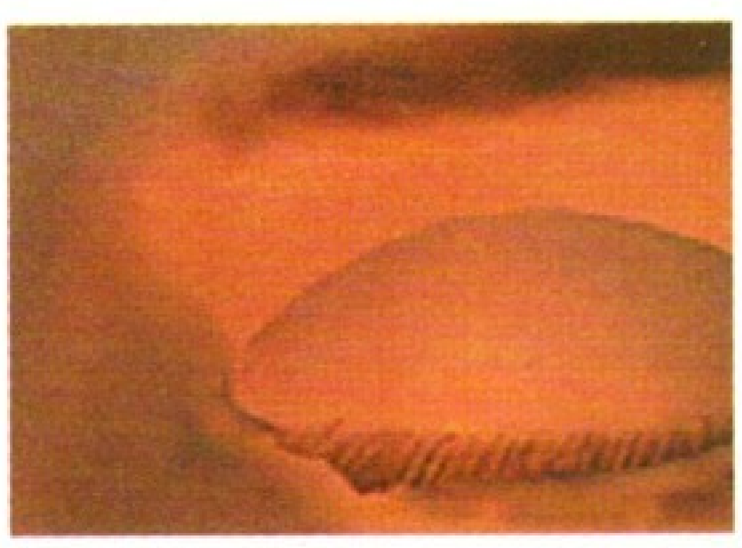
Whenever this appears on screen, it means that you've run out of time. You can start the game from the second disc if you got that far, otherwise it's back to the beginning.

LEAVE THIS HOUSE. LEAVE NOW!

Well, you'd imagine that she'd make a run for it there and then. But, unfortunately, things aren't quite that simple. she's now locked into her father's twisted world and is awakened to the true horror of his acts. There's dead bodies racked up against the walls and they've all been contorted into the most gruesome positions. In fact, behind almost every door there's a stiff waiting to pop down from the rafters and give her a bit of a scare. It doesn't seem to put her off much though and she continues to search the house. After discovering an impaled body behind a door, being mauled by a strange hand that appears out of a mirror and almost being crushed to death by a moving spiky wall, things suddenly;y start to fall into place. And that's when he discovers the beetle.



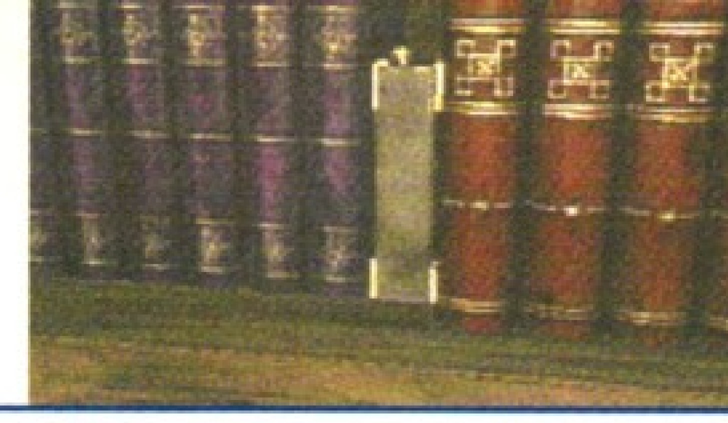
Close your eyes and I'll kill you...













AAAGH! IT'S MESSING WITH MY MIND!

The beetle holds the secret behind all these ghastly goings on, but being a beetle, it's really difficult to find. You could search the entire mansion for it and it wouldn't be found anywhere, then all of a sudden, it will crawl across the ceiling. But, it's not as if Laura is overjoyed when she finds it anyway – the merest glimpse of it sends her off into a psychedelic trance, where she recalls her awful past. Only part of the mystery is revealed every time she sees the beet;e, but it seems that when she was young, her family were slightly disturbed to say the least and one member of her family attempted to stab her, Could this be the person behind the mystery, not to mention the atrocious murders? Could be...







That'll teach Laura for creeping around houses where she's not welcome. This is just a polite message to tell her to keep out. A bit over the top, don't you think? Spikes alone would have been just fine.

QUELLE SIGNIFICANCE 78?

Well, psychedelic beetle aside, Laura has more pressing matters to sort out. Like how she's going to get out of the house for a start. After poking around for a while, she discovers a couple of keys, some paper and a crowbar. After discovering the link between these items, she manages to move the spiked wall that attempted to impale her, and reveals the rest of the house. And the rest of the gore too.

Yep, the bodies are piled up all over the place here, with corpses jammed into the walls, and discarded on the floor. In one of the rooms is a box, which can only be opened with a certain combination. Upon cracking the code, the door will spring open...to reveal...a dead man's hand! Aaagh!



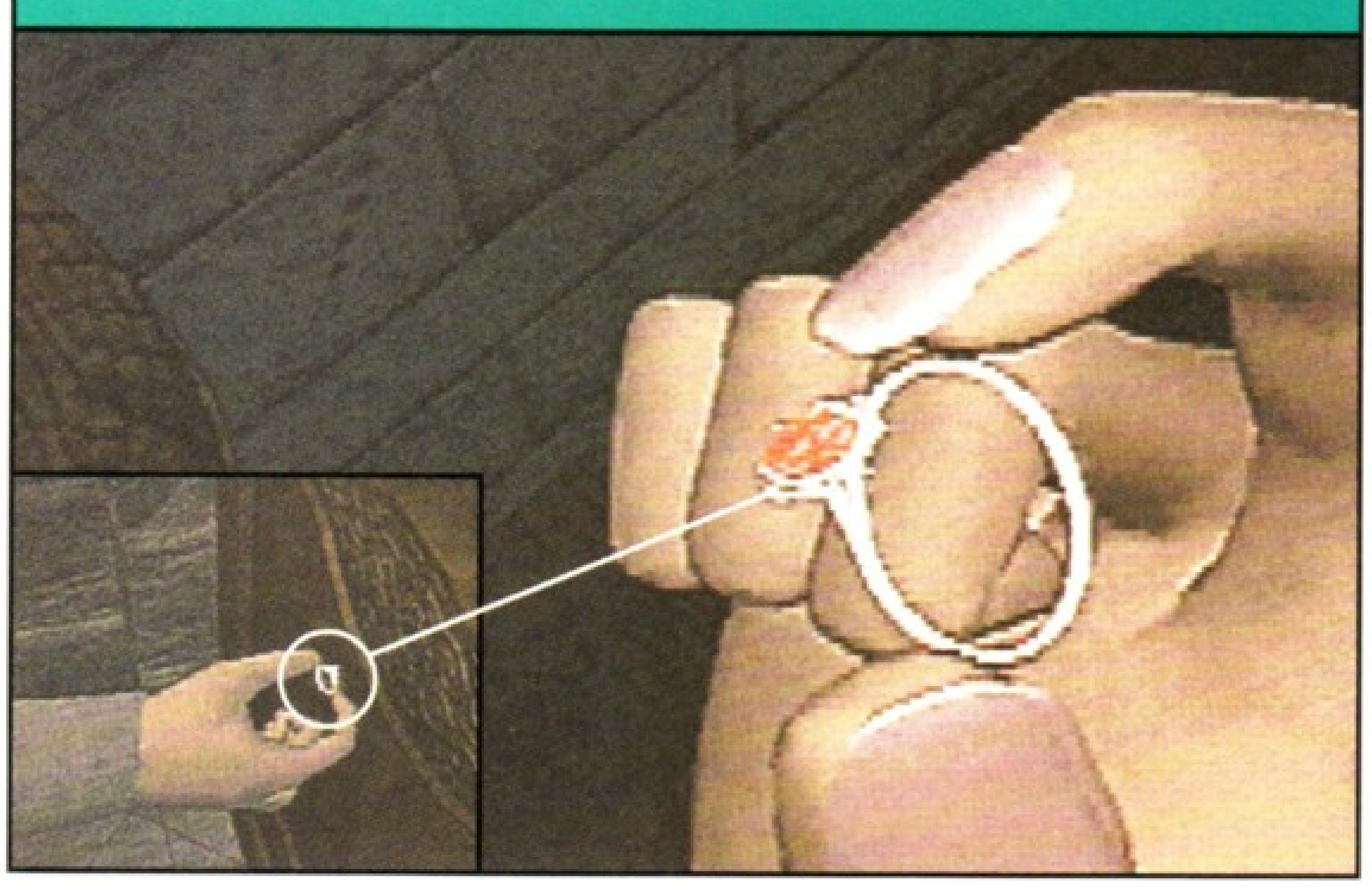






WITH THIS RING

On the dead man's hand is a ring. Laura takes the ring off his finger and keeps it in her pocket for future reference. It's not long before she needs to use it though, when she's faced with an iron door that just won't seem to budge. But, it does seem to have a ring-shaped hole in the handle. Which funnily enough, is exactly what the ring is for. It opens the door to the basement of the house, and indeed, opens the second part of the adventure, along with more chilling discoveries, piercing screams and visions of an extremely disturbing nature.

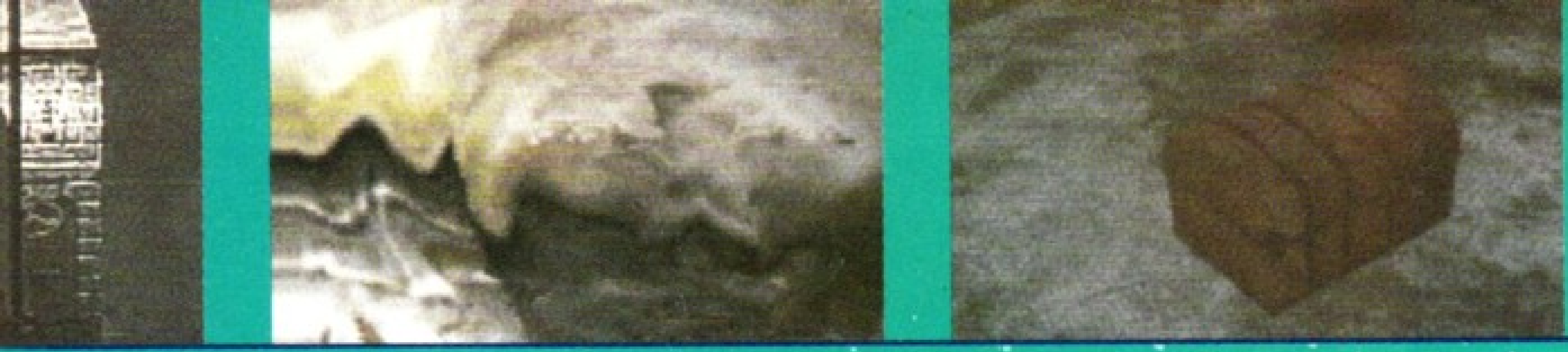




Oh Laura, don't you know that grey is just so...so *out* this season. And you being in a videogame and everything.



What's that? You don't care? You're only into reading and nothing else? Well, don't say we didn't warn you, dear.



HELLO THERE LITTLE FELLOW

In one of the rooms in the first part of the house, this spooky little boy's portrait hangs above the fireplace. At first, it seems as though it's just an innocent picture of part of the family, but on closer inspection, the boy's smile turns into a grimace, and he reveals an essential clue that will help you solve the mystery of the four plates on the table of the same room









This crowbar thing is one of the most crucial objects to discover at the beginning of the game. Without it, you won't be able to get very far at all. However, it's not too difficult to find, if you look very carefully throughout the rooms.

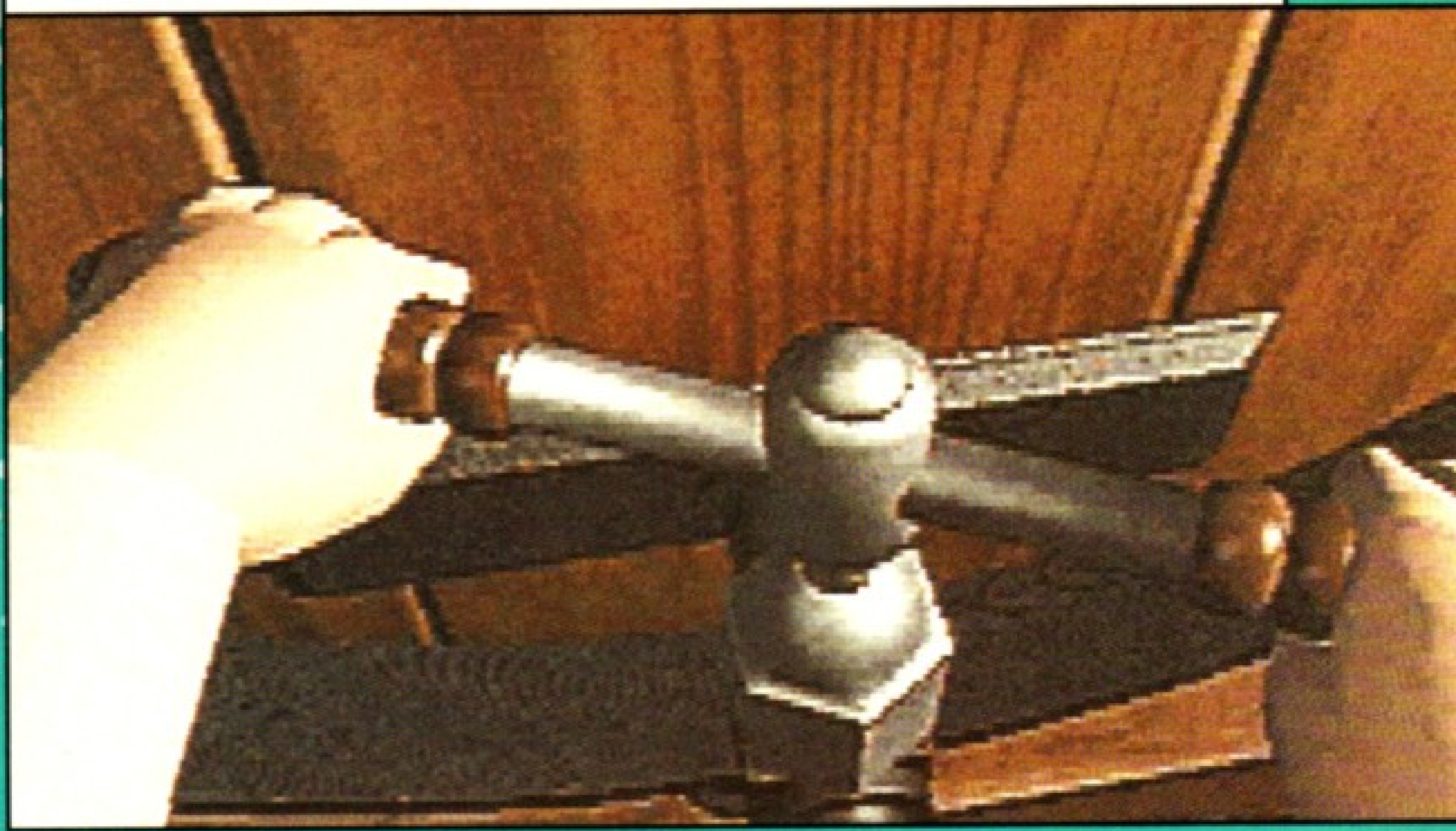




Uh-oh, Laura looks as though she's going to slip into one of her trances again. Quick, get a doctor! Oh no, maybe that's not such a good idea in these circumstances. After all, that's what her father does for a living. And we all know what he's been up to...

LOOKS GOOD! EVEN CLOSE UP!

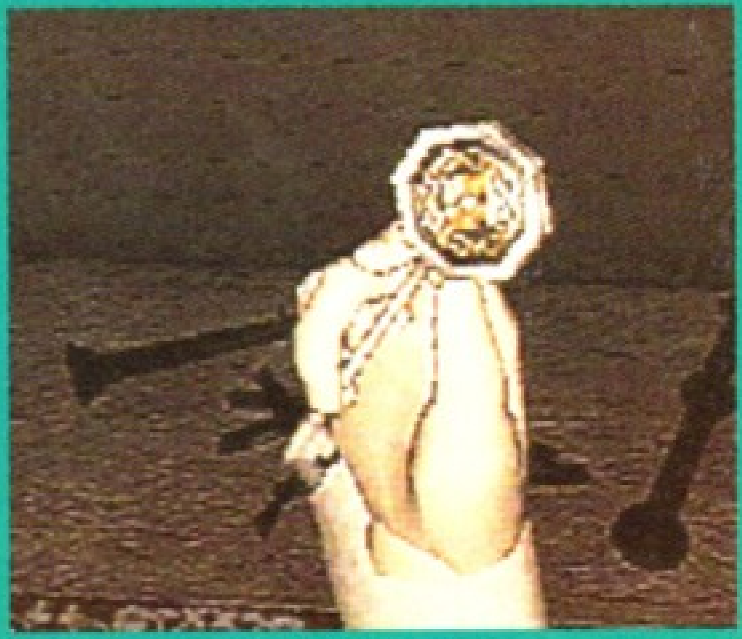
While you're wandering around the house, there's various objects that you'll be able to pick up for use in later parts of the game. In fact, if there's anything you need to retrieve, the computer will usually do it for you, but only if you happen to be standing in exactly the right place. However, if you spot something you think could be useful, you can have a closer look at it by pressing forward on the joypad. If there's anything to see, the game will automatically zoom in on the chosen area. This is most useful for picking up objects, but sometimes you'll glean useful information from it too.



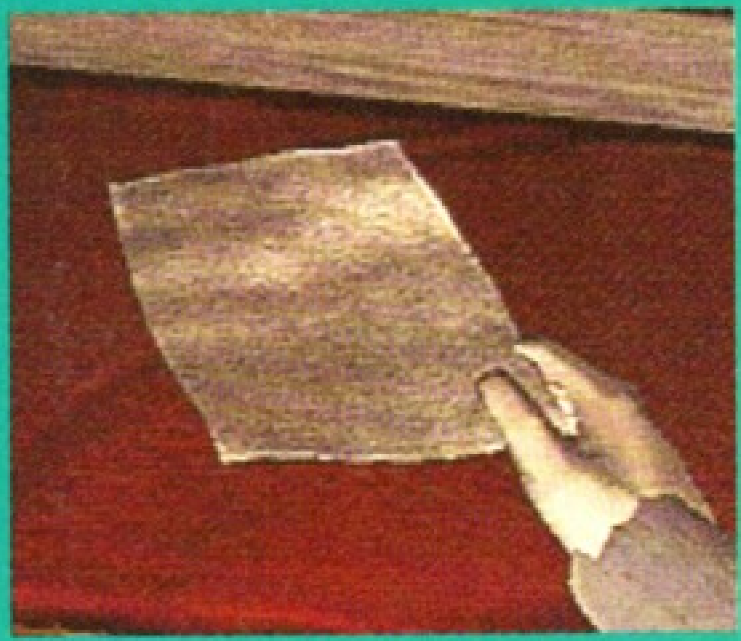
SHIELD MINE EYES!

Once you've picked up items, they'll be stored in your inventory. If you think you need to use them, simply call the inventory up and highlight the item you want to use to solve the particular puzzle you're faced with. If you can use the item, the game will automatically select it for you, then you'll be treated to a sequence of the item being put to use. Incidentally, there are two items that you begin the game with – a mirror and a clock. The clock simply keeps a time on your exploits and if you take too long, time will run out and you'll have to begin the game again. When opened, the mirror gives you a clue as to your supposed destination in the house, but each time you use it, the glass will crack slightly. After you've consulted it three times, the glass will shatter and refuse to reveal any more clues. So use it carefully.





She's got the key! She's got the secret!



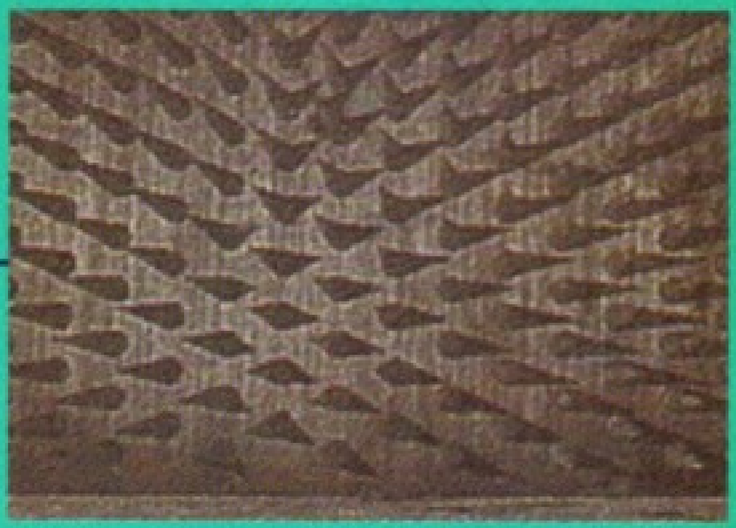
Some paper! Well, thanks a bunch!

BEETLE'S PSYCHEDELIA

Aagghh! it's that damned beetle again! just when you think that it's gone for good, it pops up in the most obscure place. Once Laura's spotted it, there's nothing she can do apart from succumb to its strange trancing powers. All of a sudden, the room switches in to a post-hippy nightmare of psychedelic swirls and satanic noises. This turns Laura into a full-on basket case, and she falls into an hallucination, reliving her awful past. Seated at a dinner table, the young woman is about to tuck in to her evening meal, only to be disturbed by a nutter hell-bent on snatching the strange beetle-shaped pendant that's tied around her neck. She attempts to stop the person from snipping the pendant's chain, but this proves impossible, and as soon as the pendant is lost, he begins to stab the girl. Just who is behind this evil vision, and what is the significance of the scarab beetle?



Hey Laura! Look at that barrel behind you! It holds one of the most important clues in the game! Go back to it! Go back to it now I tell you, or we'll never get out of this mess alive!

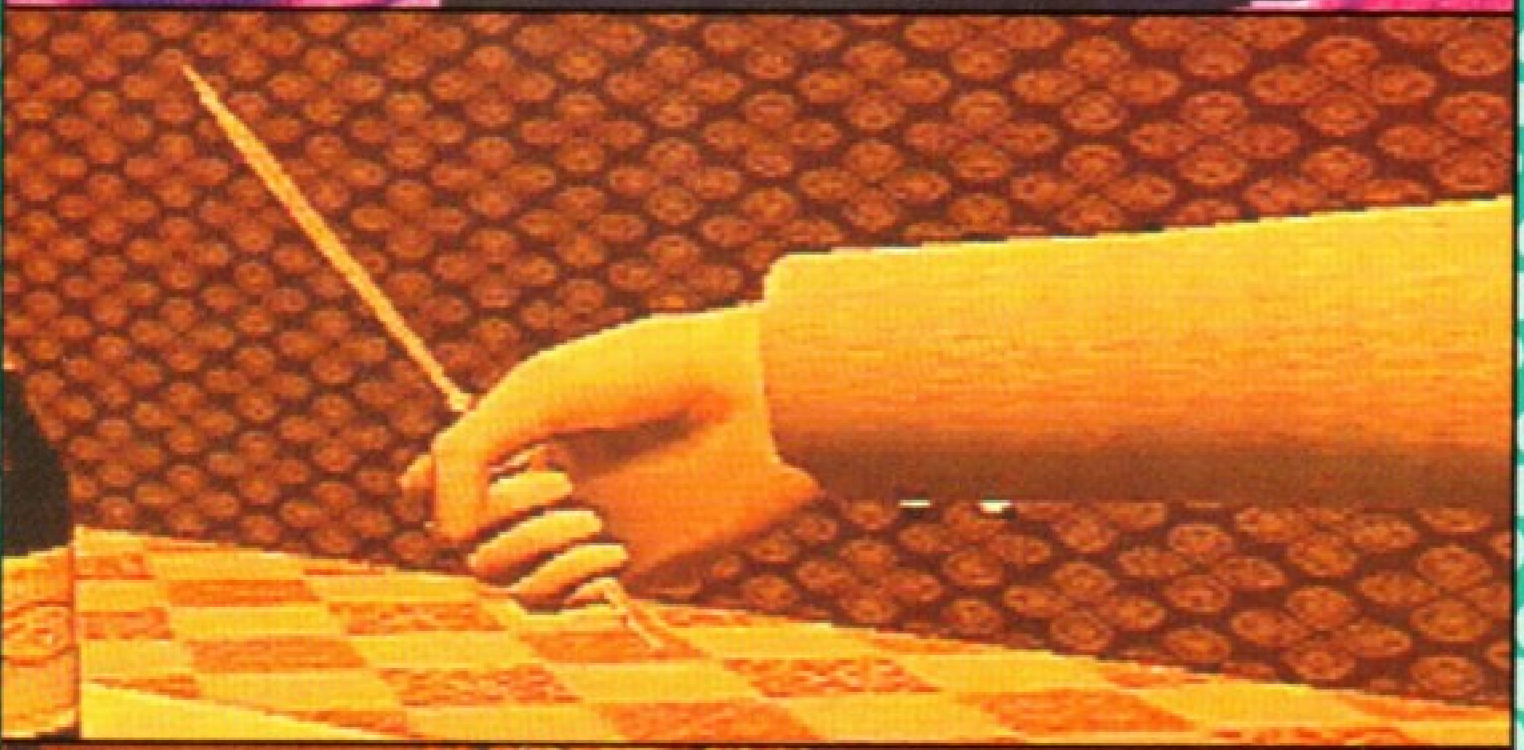


It's the spiky wall of death! Stay away, or you'll end up as mincemeat. There is a way to get the wall to move, but how to do it? We're not telling you.













Blood! Yum. Er, I mean, that's absolutely disgraceful. Shouldn't be allowed. Not in videogames. Not anywhere.

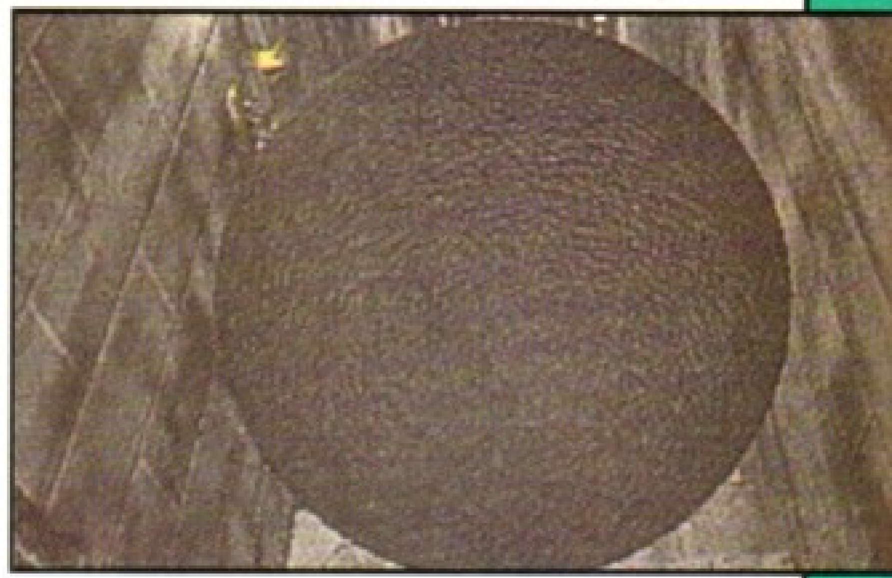


Would you like some steak with your blood? Erm, I mean with your wine. Oh dear, this has all gone horribly wrong.

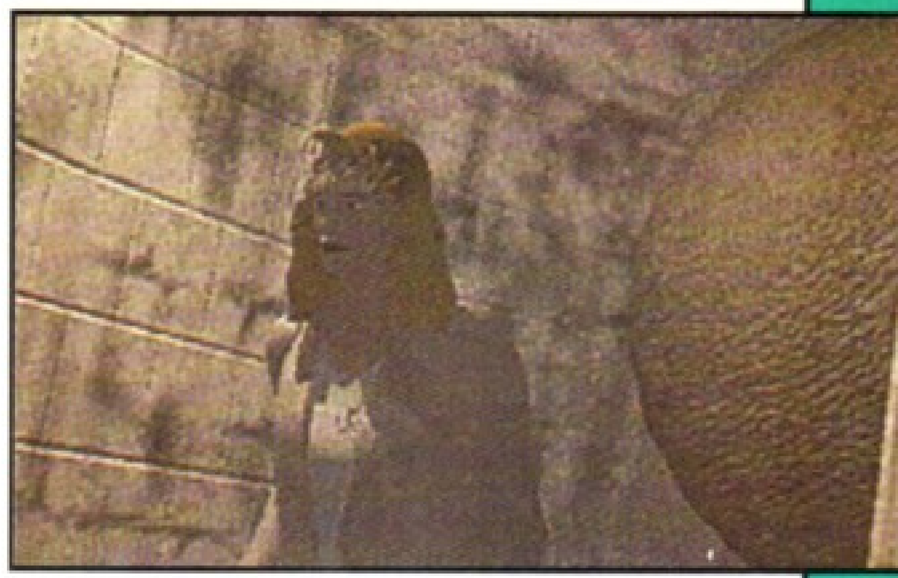
I HAVE YOU NOW!

The second part of the adventure is even more chilling than the first and the puzzles are a lot more difficult to solve than at the beginning of the game. But, at first, there's much more pressing matters to attend to. Like the huge stone ball that's following her down the stairs at an alarming speed. Luckily, it's a bit big to make it through the space at the bottom of the stairs, so she escapes with inches to spare. But that's no where near the end of her traumas. Her father appears one last time to inform her that she really should get out because he's changing at an unbelievable rate and he can no longer be responsible for his actions. Of course, as she's come this far, Laura isn't going to give up now. Despite her father's horrific form she decides to get to the bottom of the mystery, which leads her deeper and deeper into the house. There's more puzzles to solve along the way, and each time she stumbles across the beetle, the hallucinations become more intense, each one revealing a little more of her tortured past. We don't want to give too much of the storyline away at this point, because otherwise, all of the puzzles will be solved for you when you come to buy the game. Suffice to say though, Laura does manage to track her father down, and she even gets to talk to him. And after a while he reveals the reasoning behind his awful murders. But we're not going to tell you what it is. Oh no. You'll have to find it out for yourself. If you make it that far of course...















Dear Laura, I've gone. Ethel from next door was irresistible. Don't be sad – someone is coming round to clear up. Dad.



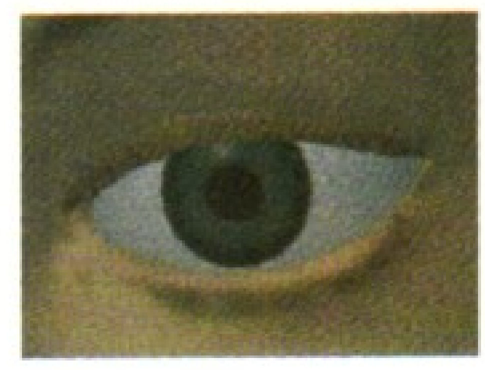
Hmmm. I knew there was something strange about my father. But I didn't expect him to be into her. Or was he? Could he have..Ethel...oh noooooo!

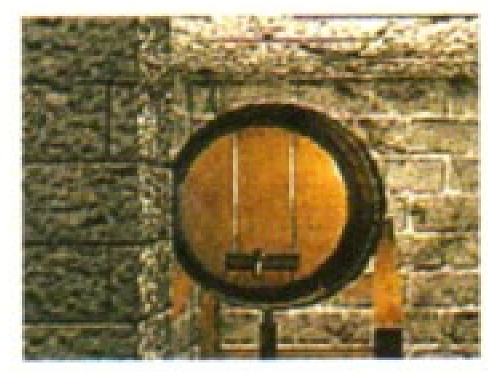
NO! NOT THE RACK! AAIEEEE!

You'll more than likely notice the abundance of tortured, dead bodies that are strewn all around the house. And very gory they are too. But don't just pass them by without so much as a second glance. Many of them hold essential clues that must be discovered before progressing to the next part of the game. Among other items, you'll find keys and rings on the rotting corpses, which may be rather unpleasant but is definitely worth a look.









HOWL AT THE MOON

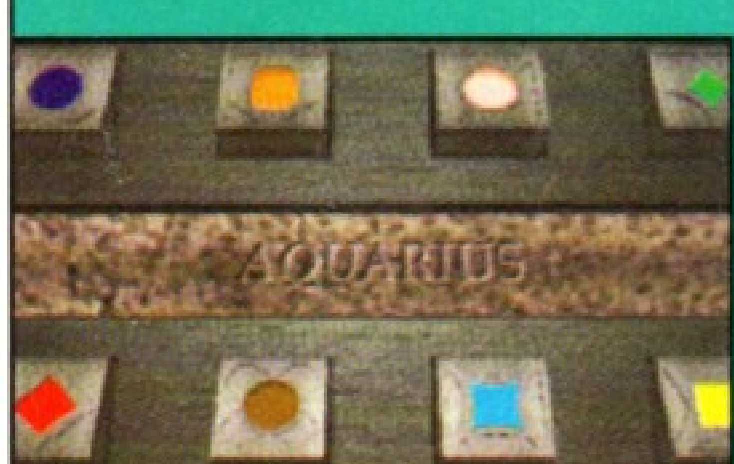
After solving the mystery in the strange chapel, Laura finds herself;f in the grounds of the house. Of course, it's pitch black outside, and the wolves that guard the house can be heard howling in the background. However, everything seems very serene. For the moment, that is. There's two statues in this art of the game, and each of them have a variety of buttons, linked to the twelve star signs. You have to discover the right buttons to press in order to reveal the next part of the mystery. Which involves...

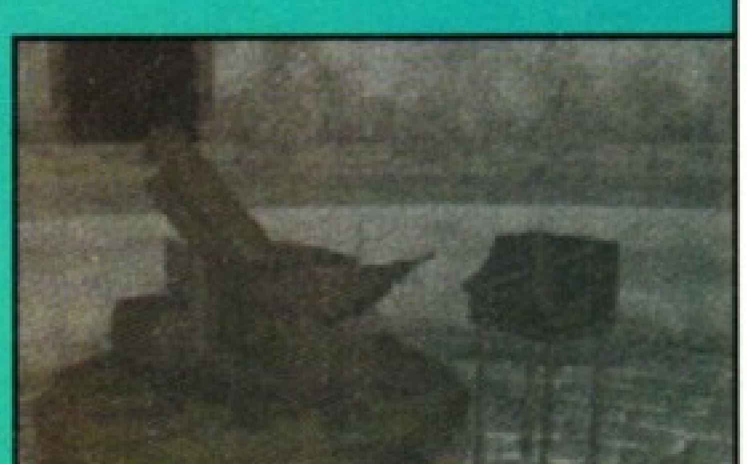
Opening the tower, which is also in the garden. At the top of the tower, you'll find a telescope which displays different star formations. Match up the correct formations according to the statues, to uncover the mystery that the waterfall hides.

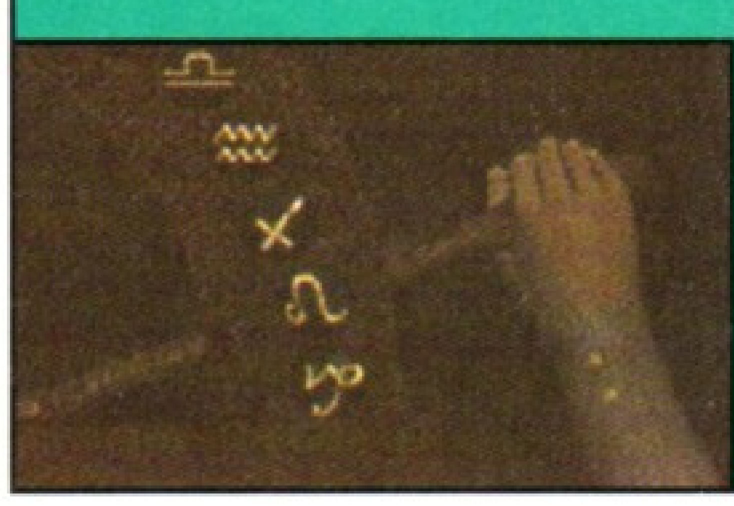
Once you've lined up all the correct information, the waterfall will reveal a vital secret that's essential to completing the game. But what does it mean, and where should Laura go next?













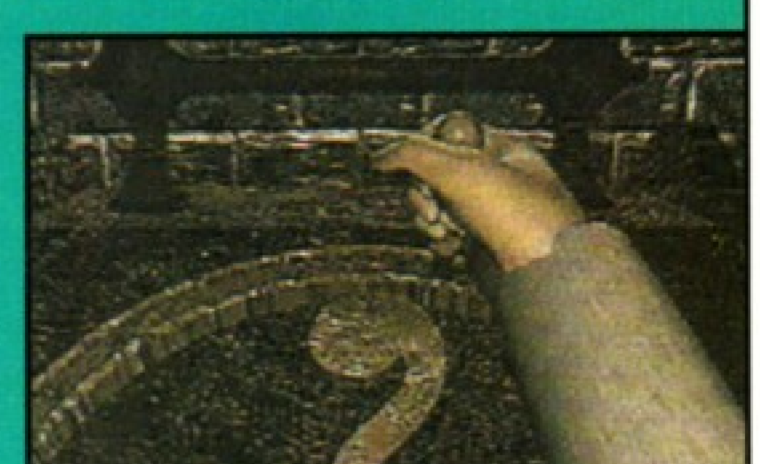








SHINING ARMOUR



When standing in this room, Laura can crank the handle of this contraption around, to reveal different parts of the house. One of the rotations reveals a spiky pit with a treasure chest at the bottom, and this one shows a darkened corridor guarded by knights. Of course, there's no one in the suits, or that's what Laura thinks until she's pushed down into a deep pit by one of the 'guards'. Is this the end of the road for her?

Well, it seems not. Laura begins to climb out of the pit using the rickety staircase, only to confront the guard again at the top of the shaft. By dodging his attacks (you'll have to push the corresponding directions on the joypad) she can avoid his attacks and eventually trick him into falling into the pit. She'll receive a sword for her troubles too, which will come in very handy later on in the adventure.

D'S DINER IS REVIEWED ON PAGE 82

WIN! Exclusive! SEGA Merchandise!

Yep, as it's new year and everything, Sega have had a bit of clear out at their HQ, and all the promotional material they could find was bundled up and sped over to our offices for this top prize type competition. In fact there was so much stuff that we've split everything into five main prizes which consist of:

FIRST PRIZE

A VIDEO CD CARD (PLUS FIVE VIDEO CD TITLES), A MEMORY CARD, A JACKY VIRTUA FIGHTER DOLL, A VIRTUA FIGHTER JIGSAW PUZZLE AND A YEAR'S SUBSCRIPTION TO SEGA SATURN MAGAZINE!



SECOND PRIZE (x2)

A SATURN BOMBER JACKET, A PAI/JEFFRY VIRTUA FIGHTER MODEL, AND A SARAH/KAGE VIRTUA FIGHTER KEY RING!

THIRD PRIZE (x5)

A VIRTUA FIGHTER CALENDAR, A BUG! T-SHIRT AND A COPY OF MYSTERY MANSION!

FOURTH PRIZE (x10)

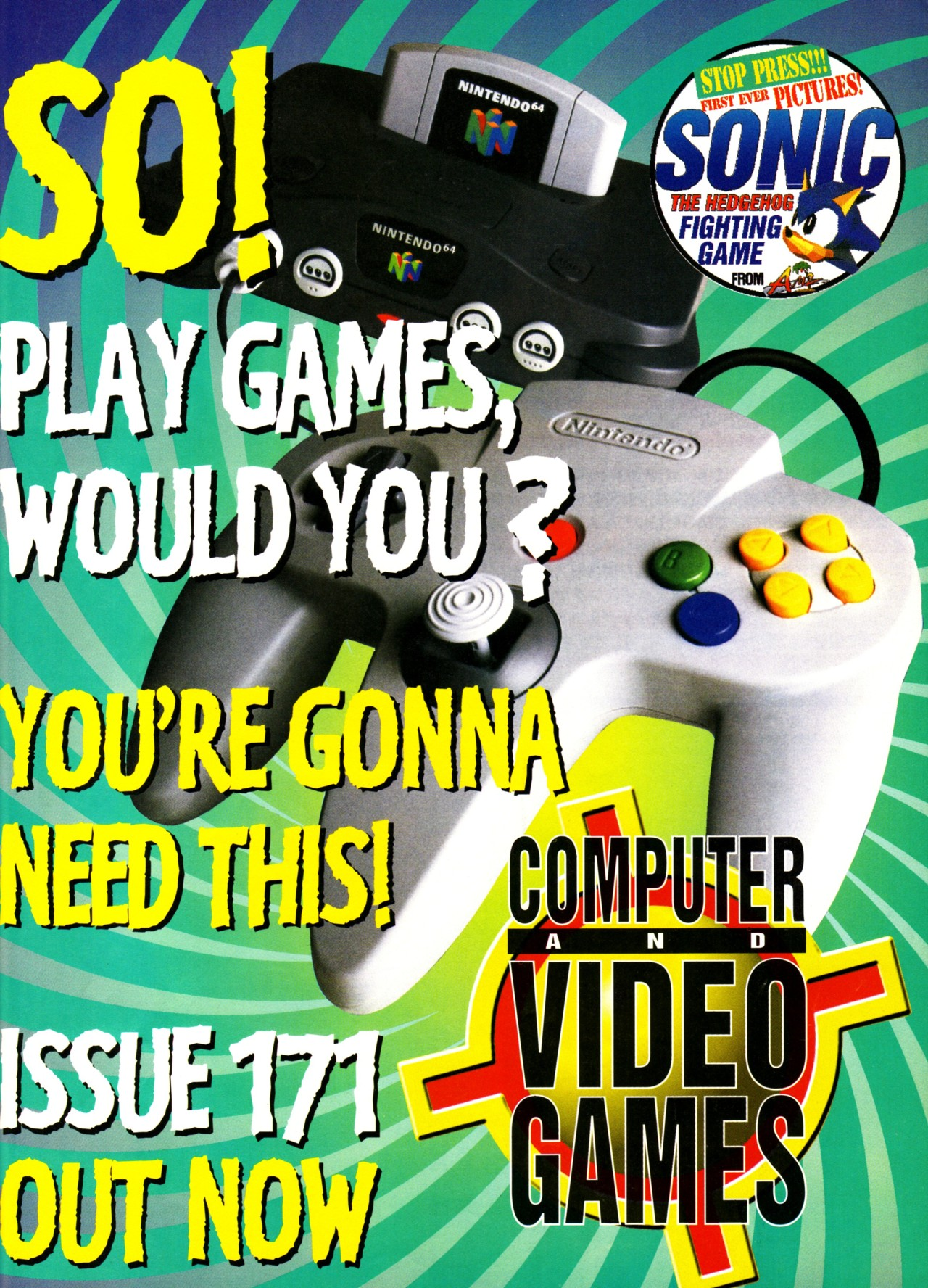
A SATURN MUG, A SATURN BASEBALL CAP AND A SATURN BOMBER JACKET!

Not bad, eh? Don't forget, you can't get most of this stuff in the shops, so the only way you can probably get hold of it is by entering our compo. It's not difficult, all you have to do is answer this completely simple question.

Q: How many contenders compete in AM2's Virtua Fighter 2?

Send your answers to: FREE FREE FREE! ME ME ME! SEGA SATURN MAGAZINE, PRIORY COURT 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Entries must arrive by 30th February.

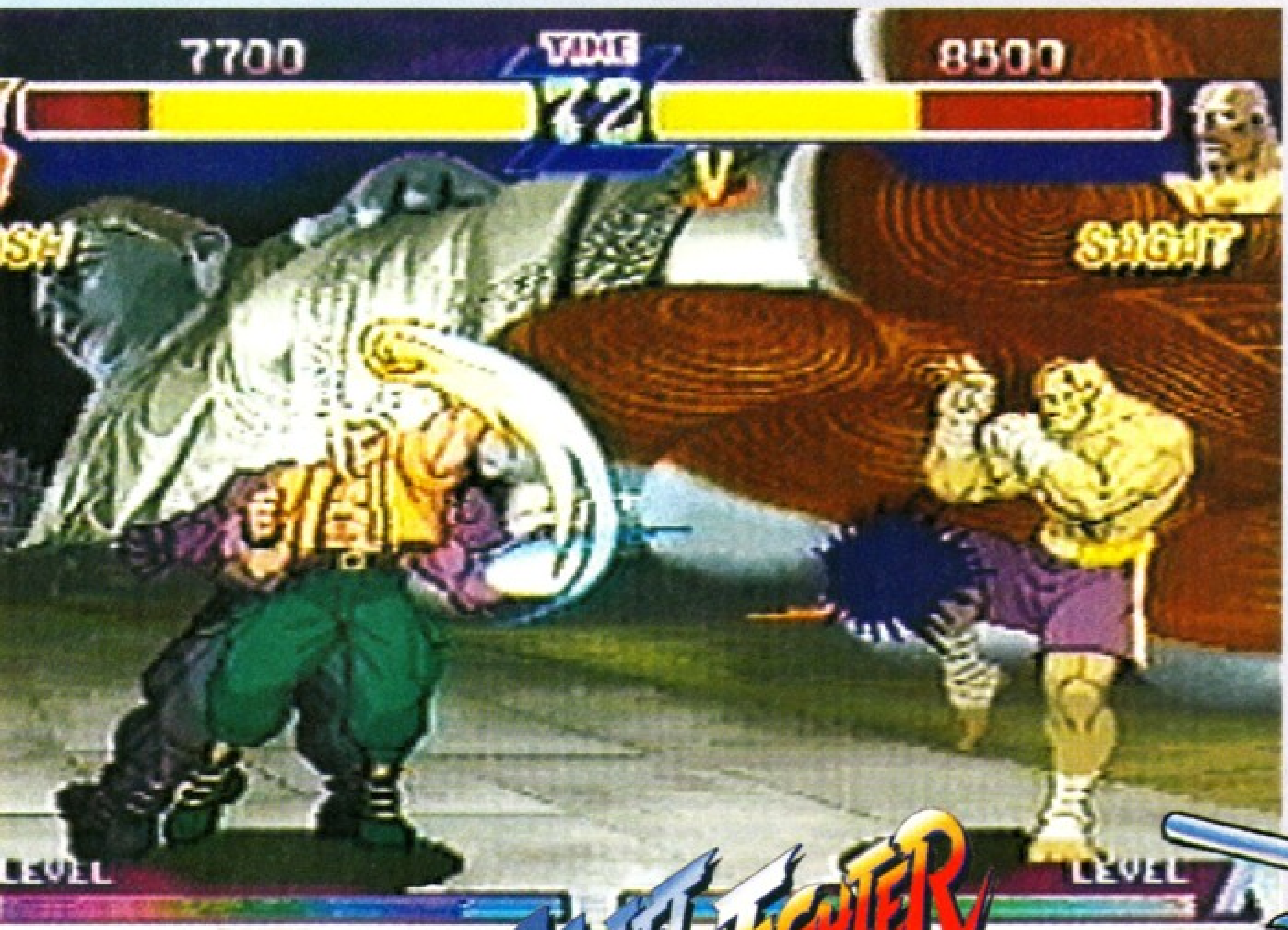


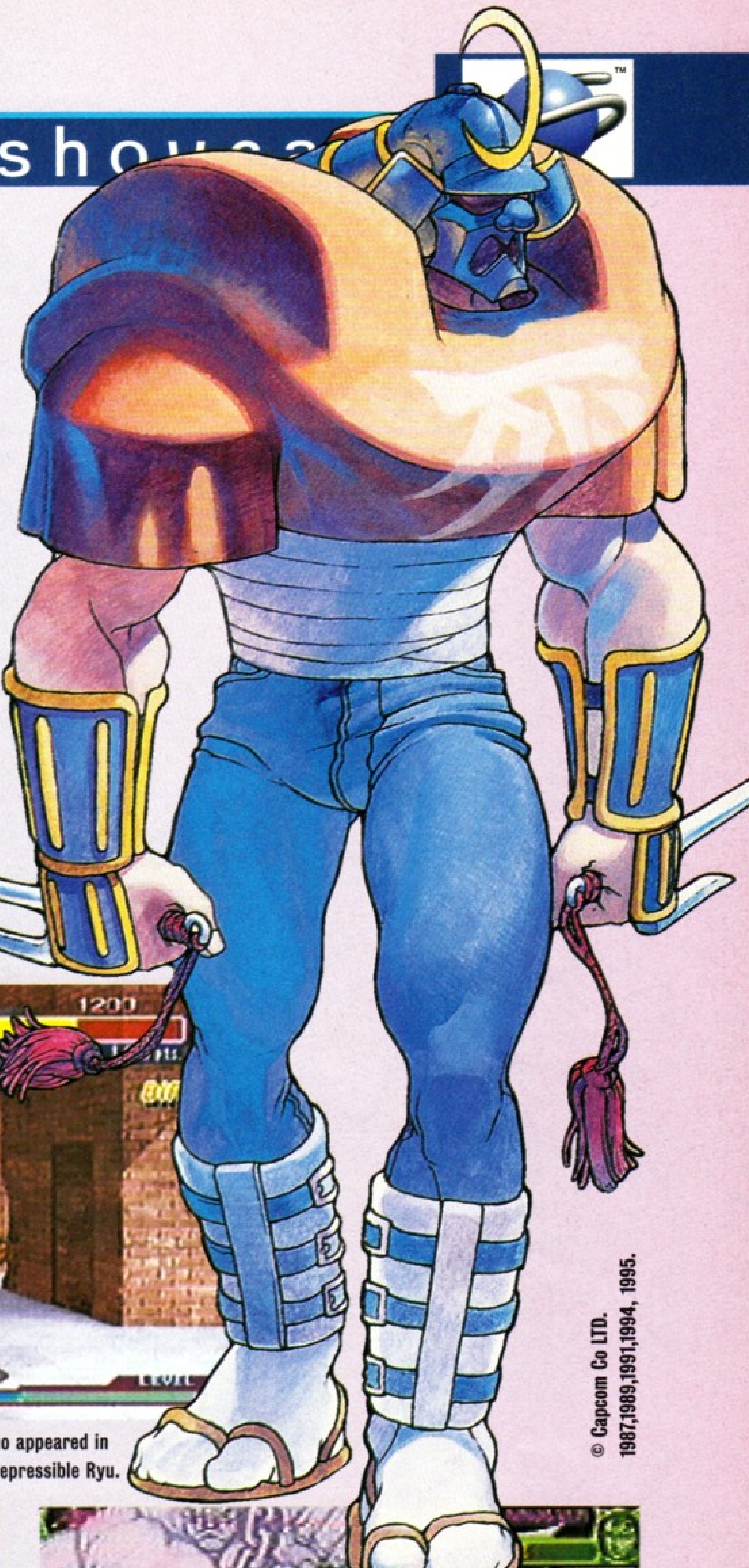

SO!
PLAY GAMES, WOULD YOU?
YOU'RE GONNA NEED THIS!
ISSUE 171 OUT NOW
STOP PRESS!!!
FIRST EVER PICTURES!
SONIC THE HEDGEHOG FIGHTING GAME
FROM
NINTENDO64
NINTENDO64
Nintendo
COMPUTER AND VIDEO GAMES

CAPCOM, THOSE LEGENDS OF THE ONE-ON-ONE BEAT 'EM UP, ARE ROUGH AND TUMBLING THEIR WAY TO THE SATURN WITH DARKSTALKERS 2 AND STREET FIGHTER ALPHA. PREPARE YOURSELF FOR MORE SPECIAL ATTACKS AND COMBOS THAN YOU COULD WAVE A WHITE FLAG AT, AS *ROB BRIGHT* HITS THE DECK WITH A SLAM!



DOUBLE DECKERS!









Expect to see some new characters in Street Fighter Alpha, some from the original and some completely new altogether!

Devotees will recognise Birdie, the huge bouncer who appeared in the original Street Fighter — and of course, the irrepressible Ryu.







Darkstalkers 2 sees some of the most spectacular fighters imaginable in supernatural combat with each other. Prepare thyself kids!





DARKSTALKERS 2: VAMPIRE HUNTER

So what happened to the original Darkstalkers then? Iron out those furrowed brows because the original has yet to find its way on to the Saturn. In any case the sequel is essentially an update of the original only with improved graphics and animation (Darkstalkers used 128MB for all the characters where as Vampire Hunter uses 256MB), and there are even a couple more characters thrown in as well. There are a total of 14 characters to choose from in the game and each of these supernatural competitors is in possession of a ghoulish array of moves.



Demitri, the devilish vampire, leaps into an attack. His chosen place for a good ruck is in the bed chamber of his Gothic castle. It means he can have a nice lie down afterwards.



1. DEMITRI

The Prince of Darkness certainly carries himself like an immortal aristocrat, and his moves are every bit as awesome as his reputation. He comes in the shape of a Vampire and is able to execute some unbelievable aerobatics including the power to disappear in a puff of smoke and reappear hovering about his opponents ready to suck the blood out of them!

2. LEI LEI

Lei Lei is one of the two new characters to find their way into Vampire Hunter. Known as 'The Chinese Ghost' she looks harmless enough, even friendly in fact. But don't let appearances fool you. Underneath her kimono she hides hideous and lethal claws. Before you can say 'cutie' she'll have torn you to shreds!

VAMPIRE HUNTER

3. GALLON

The supernatural line-up wouldn't be proper without the presence of a werewolf and this comes in the shape of Gallon. He has a canine ferocity and hunger that's satiated with the help of his razor sharp claws. His most devastating attack sees him transformed to fire at which point he can swallow an enemy whole!

4. DONOVAN

Just about the only good guy in the game, 'The Dark Hunter' as he's known has a vast selection of moves to choose from. His weapons are a magic sword and huge belt made up of large spheres, but being the good guy, Donovan can call on a range of protective spirits to help him out. These release spells of fire and ice and also include the summoning of a huge god from his celestial dwelling place to crush opponents with his mighty feet!





Lei Lei tries to shield herself from a lightning attack. Watch out for her frightening claws!



Gallon waits in defence ready to pounce. His fighting style is quite similar to that of Blanka.



5. MORRIGAN

Like Demitri, Morrigan could be classified as a vampire of sorts, feeding off the blood of her victims. She keeps up the tradition of children of the night by turning into a bat in one of her special moves. She can also perform a few tricks like make mirror images of herself to confuse opponents and sear across the screen on a beam of fire.

6. ZABEL

Zabel is not the average stereotype of the British persona (apart from perhaps the Sid Vicious hair style to go with his guitar), yet he nevertheless sports a Union Jack proudly on his thigh. In case you couldn't guess, Zabel is a Zombie, and as one of the undead has no qualms about customising various bits of his decaying body for malevolent purposes. With the adaption of a few limbs he can construct a useful buzz saw. He comes with a stumpy pal who likes to eat the opponents!

ALSO STARRING

Although six characters have been looked at in a bit more detail here, there are another eight to choose from which aren't quite as near completion. These are Anakaris, a mummy from ancient Egypt, Felicia the cat woman, Aulbath who bears more than a passing resemblance to a fish, Sasquatch the Yeti, Victor the Frankenstein lookalike, Bishamon the samurai, Phobos, who has a myriad of beam attacks, and Pyron, the second character new to the sequel, who is constituted of fire.



Felicia (below) resembles a cat, although her hair style is more reminiscent of a new romantic devotee.





Do you ever get those moments when all you want to do is stand there and howl at the moon? Gallon certainly does, except with him it leads to a sudden and unusual growth of body hair!

So much needless violence eh? If Gallon was simply given a can of Pedigree Chum every day, he'd be as happy as Lassie!





(Below) Demitri stands over the corpse of his doppelganger, while Morrigan fights it out with her other half. Morrigan has the power to transform into a bat in one of her special attacks. She can also make mirror images of herself.









Zabel, the Tommy zombie, prepares to take on Aulbath, the fish thing with the big teeth. Where Zabel attacks with the help of a buzz saw, Aulbath uses the merits of good old H20 in its attacks. This fight takes place at the cemetery, beloved home of the patriotic zombie.

Dare you stare into the face of the gorgon?! Dare you do battle with the devil?!...Yeah? Oh, Ok.











Bishamon, the Samurai, often calls on the ghosts of his warrior forefathers to help him out of a jam.









STREET FIGHTER ALPHA

After the debacle that was Street Fighter: The Movie, you'd think that the Street Fighter series had executed its last dragon punch. Capcom don't think so and by the looks of Street Fighter Alpha it would seem their faith in the legendary beat 'em up was justified. Street Fighter Alpha is a near perfect conversion of the coin-op and proves every bit as impressive as Darkstalkers II in both the quality of the animation and technical excellence of the gameplay. It takes the principle characters from the Street Fighter original and a couple from Final Fight (another Capcom classic in the Streets of Rage fighting style), as well as adding four new characters to spice things up a bit. Let the revival commence!

FAMILIAR FACES

Ryu and Ken, the two central characters in the original Street Fighter game are both in Street Fighter Alpha although they look like they've been working out a bit more, as does Vega (or M.Bison to us here in Britain). Chun Li is also in there as is Sagat. Their moves are largely similar to those in Street Fighter II although they all vary to an extent thanks to the new power level attacks, represented by a power bar at the bottom of the screen.

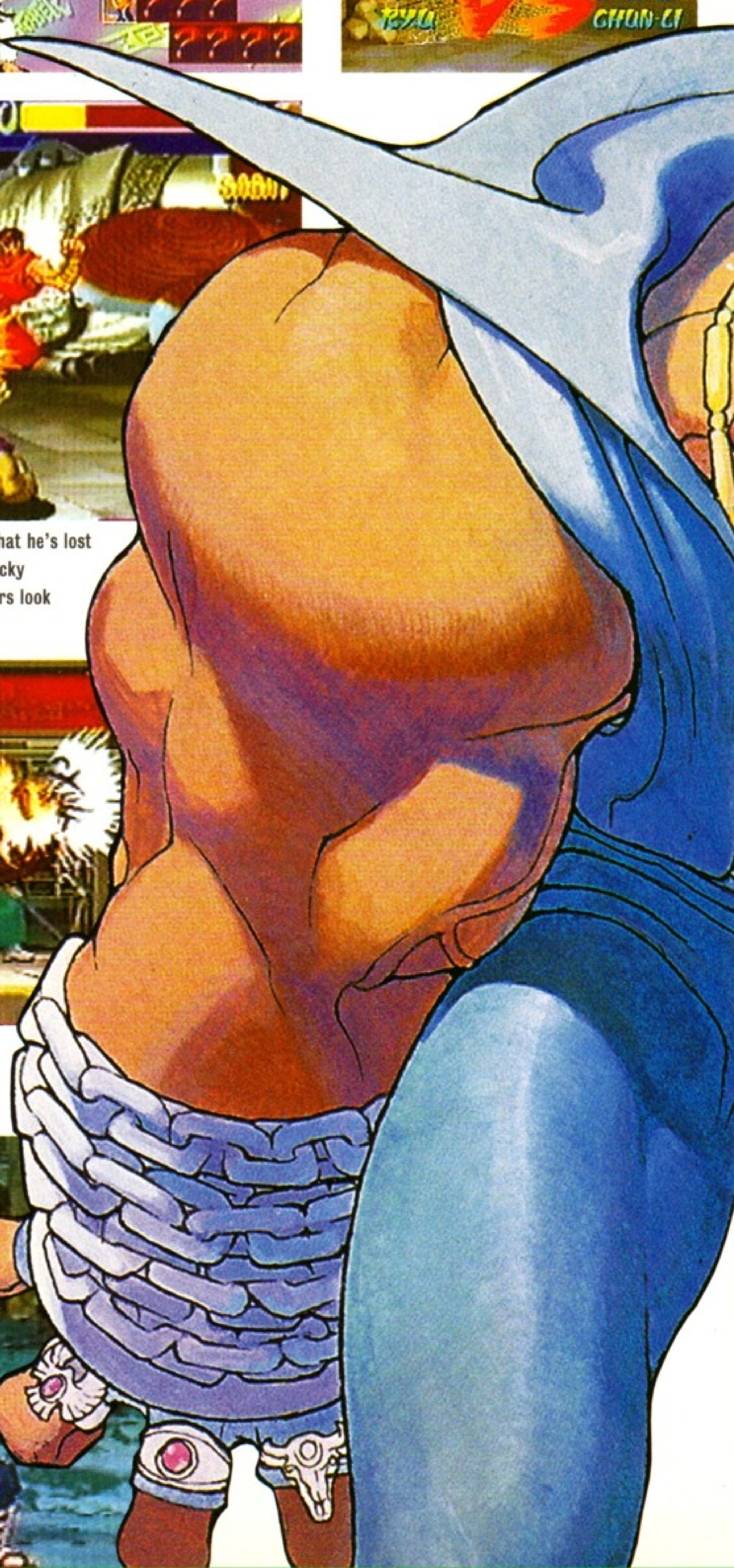


Street Fighter Alpha comes with a vast range of options allowing you to get the most out of your fighting, including turbo speed!



Two of the games legends prepare to do battle with one other. Their moves are mostly faithful to SF2 but there are extras in there.











Sagat takes a pummelling. You'll notice that he's lost his lithe physique in favour of a more stocky appearance. In fact most of the characters look like they've been working out.







Ryu demonstrates his latest and probably greatest move: 'by the power of flower arranging!!'



STREET FIGHTER ALPHA WARRIORS' DREAMS













Ken does battle with one of the new characters in the game, the Chun Li-esque Rose.





RETURN OF THE FINAL FIGHTERS

Final Fight was a huge Capcom hit back in 1991 where its scrolling beat 'em up style acquired many admirers. Two of its characters have arrived in Street Fighter Alpha in the shape of Guy, a good guy who was a player character and Sodom who was one of the end-of-level bosses who supplements his evil by wielding two dagger-type weapons. According to Tatsuya Minami, head of planning and design at Capcom, they were chosen because they were considered two of the most popular characters from the game. Makes sense really.

PROPPING UP THE POWER BAR

The major difference in Street Fighter Alpha from its predecessors is the addition of a power bar at the bottom of the screen. It isn't your plain old power-up bar either. There are three levels of power to move through and with each level a character improves their special moves and combo's. Get all the way to level three and they'll pull off a super move or combo that finishes off their opponent. The picky among you will be keen to point out that Street Fighter: The Movie also came with a power bar but it was nothing as sophisticated as this, and besides, that game was a load of tosh.

UNFAMILIAR FACES

Four characters in Street Fighter Alpha you are less likely to recognise are Birdie, Adon, Rose and Nash. The first two aren't alien to the Street Fighter series however, appearing in the original. Birdie is a huge bouncer who is slow but extremely powerful, and Adon fights in a similar style to Sagat although he isn't as powerful. As for Rose and Nash, these characters are completely new. Rose fights much like Chun Li but has the ability to deflect fire ball attacks and Nash is almost identical to Guile using both Sonic Booms and Flash Kicks.

Once upon a time, there was no such thing as games advertising. But then, once upon a time there was no such thing as games, either. Back in the Middle Ages, for instance. What we're trying to say is that once upon a time **games advertising was a very limited medium,** confined to single-page print ads in specialist magazines such as this one. The funny thing is that that time – which we were, to reiterate, once upon – wasn't very long ago. Even in the early days of the Megadrive and SNES, UK games sales just weren't huge enough to warrant (or generate) the quantity of cash a TV or cinema ad campaign warrants.

But then suddenly **everyone in the world was suddenly into games,** Who knows why. We think it might have been to do with the Sonic/Mario rivalry **which boosted the media profile of the gaming experience,** along with portable consoles which had been marketed with an amazing degree of success at a traditionally non-games playing audience.

Games were hip. GamesMaster got on the telly. Smash Hits started reviewing games. Crikey, even The Guardian reviews games these days.

And so it was our beloved corporate gods found themselves in control of **huge advertising budgets to increase and prolong the videogames boom.** Instead of running out artwork-based ads in-house, suddenly hardware manufacturers had the dough to promote their products using **big-name advertising agencies.** As a result games fans across the globe have been treated to some spectacular (and some spectacularly crap) advertising campaigns. Here, the undercover SEGA SATURN MAGAZINE team uncover the best.

Single ell reproduction



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2



3



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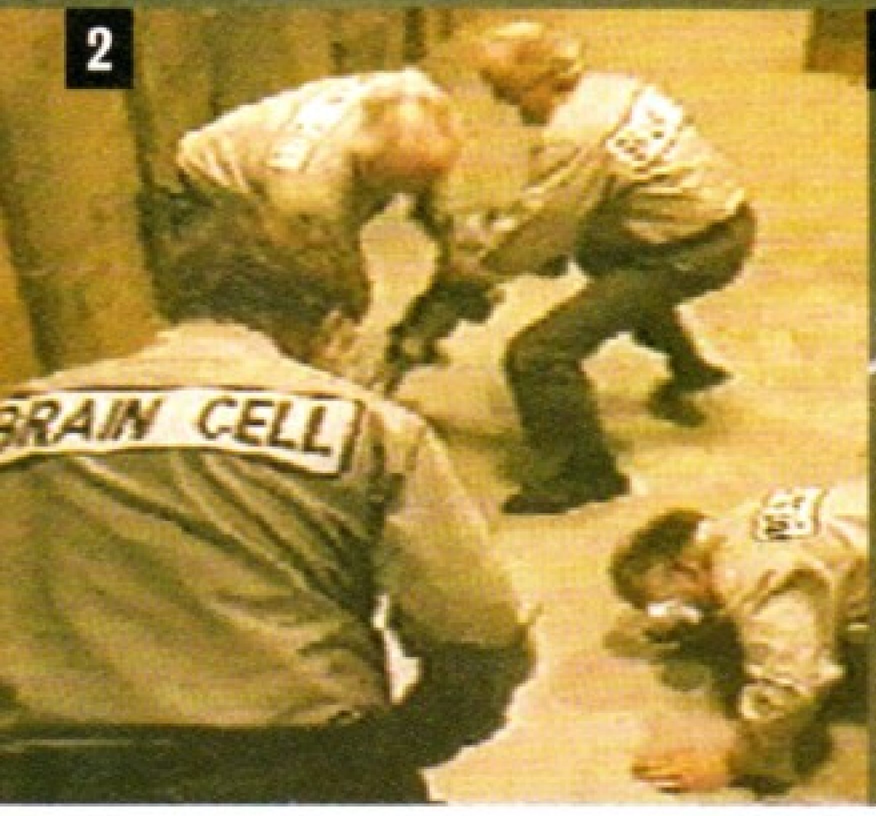
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8

1


Pics 1-3 (left) show the brain going beserk after being exposed to the power of the Sega Saturn. Look, he's exploded in picture 3.

2


3


1


2


Pics 1-3: The audience goes crazy when shown the awesome Daytona USA. Used to the likes of toenail clipping films, they haven't seen excitement like this for years and, in a frenzy of distress, begin to riot in the cinema. Luckily, the brain calls adrenalin in to sort out the whole horrible mess, and the boot boys promptly begin to get the situation under control – by using brute force. However, try as they might, the citizens have now seen the light.

THEATRE OF THE EYE

Those spawny Americans lucked out with one of the most entertaining series of ads since Hoffmeister's famous Follow The Bear campaign. It's slightly reminiscent of the ancient Numbskulls comic strip about all the little people living inside your head and running your body. The series kicks off with optic rods and cones sitting around watching as the toenails are cut – and then their body loads up Saturn, leading to inevitable fits of drooling and general excitement. This initial taster, despite its solo effectiveness, sets up the viewer for future instalments. Taking part in the Theatre of the Eye, each new skit features two or three Saturn games, theme-billed, with the Rods and Cones becoming increasingly deranged. Discipline in the eyes goes right out, and further chaos ensues as first the Optic Nerve and then Brain attempt to restore order. Eventually other parts of the body's internal system want to get a look in, to see what exactly it was that put Sphincter under such pressure.

Whilst these ads show very little of the actual games themselves they're highly memorable thanks to the humour content and warped visuals. Of course, the main point they're trying to make is that Saturn games look so good you'll cack your strides. Graphic capabilities go a long way towards selling a machine in the USA, and the style kudos of Saturn ownership is an important element to establish to consumers.

But, despite the playfulness of the campaign, there's a sinister side. Two versions of the ads were produced. The first "clean" set and a scary second set featuring low-level subliminal voiceunders telling you that, for example, "You'll love the metallic sound Dural makes when she kicks your butt in Virtua Fighter", and suchlike. Lock them all up, that's what we say.

3


4

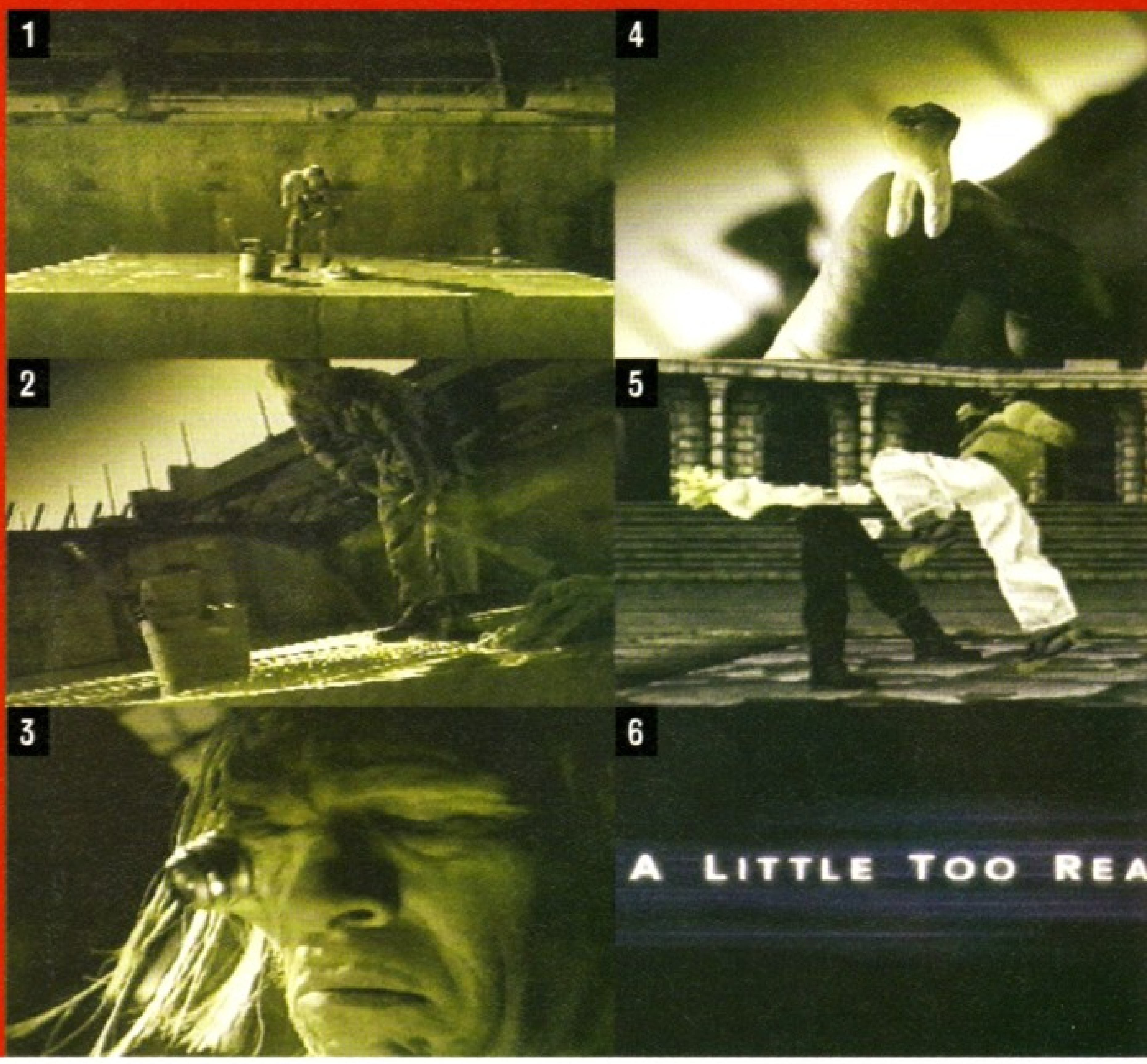

5


9


10


Pics 1-10: Part of the US ad campaign, the theatre of the eye was shown in several instalments. This was the first of the series and showed a rather subdued cinema audience who were accidentally shown Virtua Fighter and Panzer Dragoon. The cinemagoers begin to shift nervously in their seats, with some of them even dribbling at the sheer excitement of the new visual experience. Again, the brain doesn't know what to make of it and calls down to the optic nerve (5) who doesn't have a clue as to what's going on. In fact, the whole body's going mad, and it's not long before the sphincter (9) is buckling under the pressure. What can the brain do? Nothing really – as subsequent ads in the theatre of the eye series will prove. A brilliant series of ads, alas, that won't be shown in the UK.

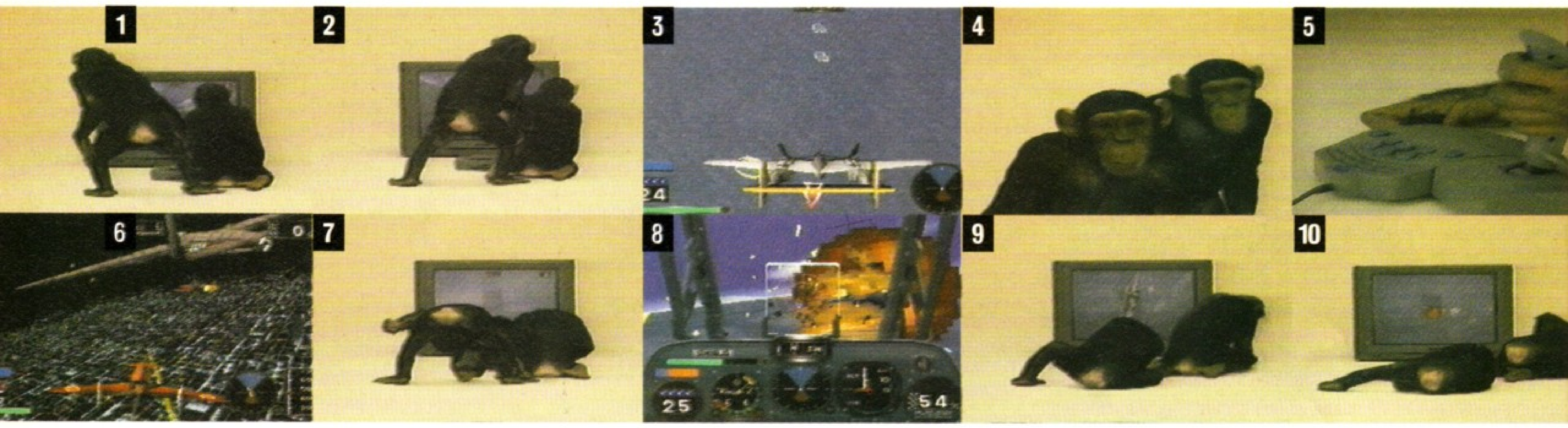




TOO REAL

Americans are spoiled for choice for Saturn adverts. Not, exactly, that you're given a choice in adverts, because they just pop onto the telly. And they're not even timetabled in TV listings mags. What we mean to say is that there are loads of Yank Saturn-sellers. The second set move away from the cartoon humour of the Theatre of the Eye sketches, and display even less of the games. However, once again they're intended to reinforce the perception of realism. Indeed, the catchline at the end of these latest clips boasts that Saturn is "A Little Too Real". The two big games flogged with these are Virtuas Cop and Fighter 2. The Cop shot sees two rozzers in grainy black and white, charting their progress out of their car and into an abandoned warehouse. Whereupon the camera flicks to the warehouse-storming scene from Cop. Fighters has a strange mutant cleaning caretaker man bloke (played by rough-throated nutcase crooner Tom Waits) mopping a huge block, upon which he discovers a single tooth. As Tom contemplates this find, a burst of Virtua Fighter combat flurries on-screen, belying the origin of the missing molar. Most amusing. But in the light of the recent "Virtua Murder" in the States, perhaps the Cop advert is retrospectively a wee bit insensitive.

Above 1-6: The all-new US ad campaign for Virtua Cop. Scary.
Right 1-6: The US ad for VF2, featuring gravelly Tom Waits.





HAVE A BANANA

Chimps are ace. Dave Kelsall, Art Editor of this very mag, loves them to bits. As a result he's also smitten with the Japanese Saturn ad campaign, which features a couple of the handsome beasts and their Saturn experiences. The first ad shows Chimp X (as we like to call him) reduced to a gibbering wreck by the majesty of the Saturn's capabilities. The second, centred around Wing Arms, adds a second bonus chimp (we'll call him Bonus Chimp). As Chimp X takes the controls (analogue joystick – neato!) the pair are gradually sucked into a world of living gamedom, which sees them both collapse to the floor as the 'plane crashes into the on-screen sea.



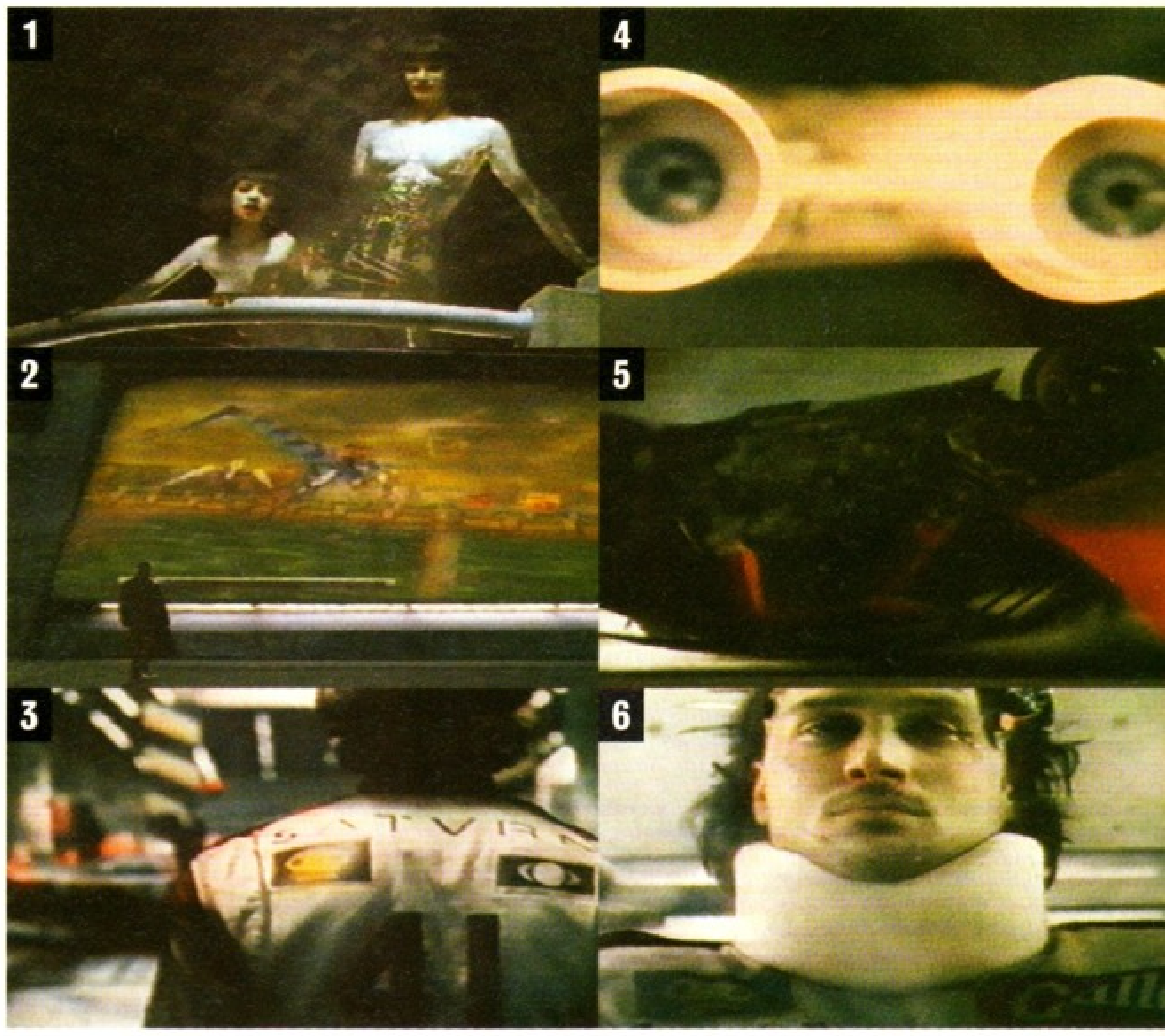


EYE-POPPING VISUALS

Unlike America and Japan with their plethora of Saturn marketing showcases, the UK has been treated to one single combined cinema and TV display. However, it's an undeniably stylish and impressive one, as you'll no doubt have noticed. Developed by McCann-Erickson, one of this country's leading agencies, it's a stonking "movie" of a advertisement (meaning it lasts longer than thirty seconds, in ad-speak), Like most adverts the creative team behind the movie have a laughably self-important precis for their effort at flogging the Saturn just like any flat-capped market trader shifting five lighters for a quid. The story is set in the so-called Segathedral, supposedly where Sega of the alternate future time-line create their latest games. The interior of the Segathedral is in fact a whacking great dam in Los Angeles (obviously the ad team had to get the perfect setting, and didn't just fancy a trip to the States at all). The ceiling, which used to be a sky, was painted in during post-production.

The plot revolves around the sinister-looking Valkyrie, the man who "executes" the new games, putting them through their paces against an expert human player. In this case it's a race driver played by the superbly-named Wiley Pickett, who obviously enjoyed filming. "I've been beat on, smoked up, chemical sprayed, wind sprayed, shaken, suffocated, pinched, taped, pulled and plucked" quoth he about the experience. And as Wiley sits in his replica Daytona car and prepares to get completely knackered up, Valkyrie shoots his oculi into the eye-tubes of his Executioner's chair. Obviously the ad isn't aimed at the Sonic pyjamas crowd. As a broken and bleeding Wiley is rolled past Valkyrie on a hospital trolley, the latter leans over to whisper "Reality hurts". Ooh – scary.

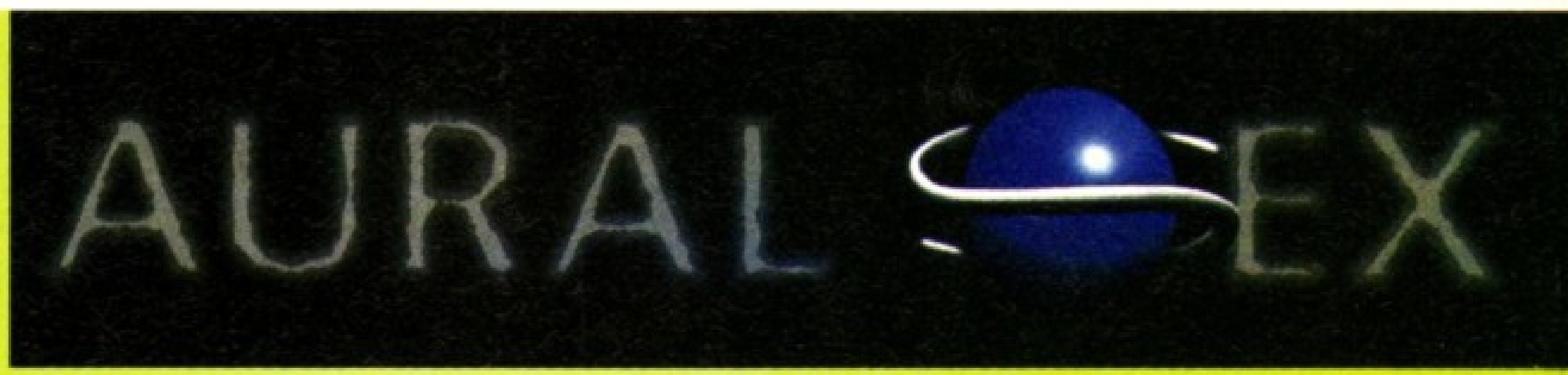
Dick Dunford, one half of the creative duo responsible for the ad, explained his desire to hit audiences with an empathic piece of work which would bring home the new realism and excitement of the Saturn. And as he so eloquently states "If you want to capture the reality of a game, well – real life, you have to actually do it for real".



Pics 1-6 show the Uk Saturn advert, broadcast countrywide over the last couple of months. This ad won't be shown again on TV, and at the moment, there's no plans for another. Boo.

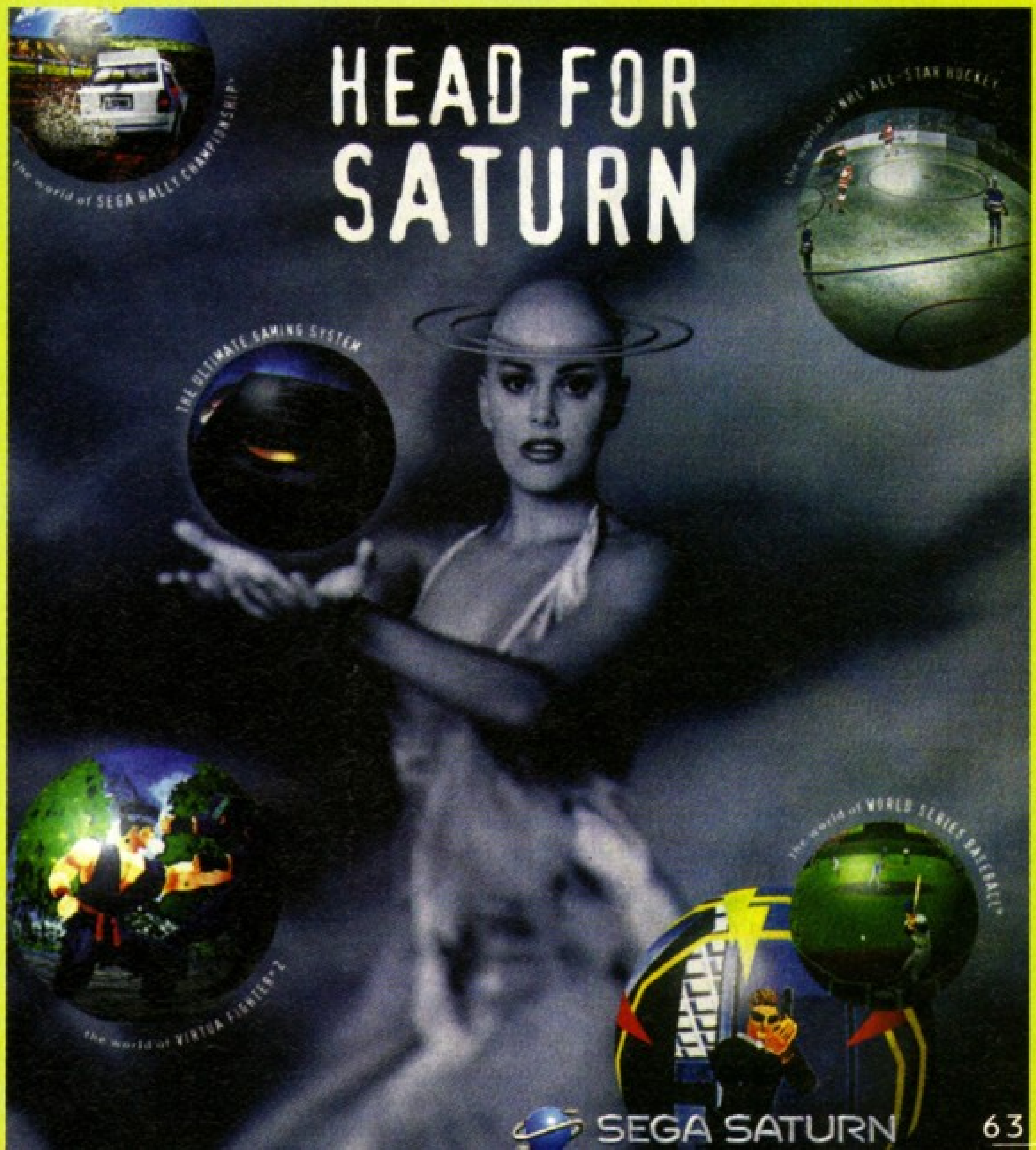
PRESS GANG

Of course whilst TV and cinema are excellent forums to show off your wares it's far cheaper to advertise in good old static print. Obviously you're not allowed the same scope as moving pictures provide, so you have to be a bit more clever. Sega's S-logo teaser ads are a successful case in point, as is their sponsoring of various personals ads columns in magazines such as Select and iD. The Select ads even featured pretend personals ads from Bug and Jeffry Virtua. Call the number and gruff old Jeff or chirpy Bug have left a little message for you. Bug also featured in a smart pastiche of the Wonderbra "Hello Boys" advert. Sega Japan took a typically offside angle to their print campaign, featuring alien coneheads from Saturn (who also featured in a TV blitz) getting all excited about the new machine. If only someone had thought to give them their own game.





The Bug! advert will be familiar to most Saturn owners in this country, and was featured in loads of different mags including Select, Q and Sky magazine, as well, of course, as the more specialised mags such as SEGA SATURN MAGAZINE. The ad on the right features Beastie Boy chick Ione Skye and was launched in America a few months ago. You'll never see it in a mag over here though, as Sega Europe don't think that it's right for their potential market. But we quite like it.



WIN! WIN! WIN! IN
TIME ATTACK COM

Yep, you knew it was coming. After the phenomenal success of our Daytona Time Attack competition (well done the lads) it was only a matter of time before the Sega Rally Time Attack competition was announced. And seeing as Rally has been on the shelves for a couple of weeks, this is the best time to launch a new time attack compo. As ever, the prizes for this competition will be absolutely awesome, but this time the rules are slightly different...



ACCUMULATE YOUR TIMES!

Instead of spreading the competition over three different courses, this time, entrants will need to play through the game in Championship Mode. Only ONE lap from each course is required, but the entire entry must be played through on a consecutive basis – not one course at a time. Note: This does not include the Lakeside course (which of course, wouldn't be recorded anyway). However, for this competition, there will be three winners, for the three top times that we receive.

JUST THREE MONTHS TO GO!

As with our Daytona Time Attack competition, the Sega Rally compo will run over three months, with a closing date of 30TH APRIL, 1996. That gives you loads of time to beat your driving skills into shape, and this time, there's no excuses for feeble times, although there's little doubt that some of you will still be bothering us with your pathetic efforts. Still, there has to be some kind of standard to work to, which is why we've set a qualifying time of **3 MINUTES 24 SECONDS** for all entrants. Please don't send your entries in if they're not faster than this time.

LET US PROBE YOUR MEMORY!

We want to make sure that you don't cheat on Rally by using any of the hyper car cheats or by using the secret Stratos car. Basically, we don't trust you one little bit. So, all Rally entrants will need to provide video evidence of their Saturn memory and high score screen, showing where Rally has been saved on to the Saturn. If you've cheated your game won't be saved properly, and ha ha! You 'll be instantly disqualified from the compo! Well, serves you right really, doesn't it.

PUT IT ALL ON VIDEO!

Of course, if you win, we'll also want to see all three courses in replay mode on video, preferably with an out of car view of the proceedings. So, you'll have to have the recorder handy if you're playing a particularly good game. But, don't send us a video now. You'll only have to send another one when you beat your best time a couple of weeks later. Nope, just keep it in your house for reference and if we need to see evidence, we'll get in touch with you. For now, all you need to do is send us a postcard with your best time written down on the back. And your name and address too, naturally.

SEND YOUR EFFORTS IN!

And that's about it really. All that's left for you to do now is to get practicing. And don't forget to send your entries in to us at: SEGA RALLY TIME ATTACK COMPETITION, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Sorry, but we can't be responsible for any entries that are lost in the post, and we can't tell you updates over the telephone. We don't play games *all* day you know.

All entries received before 12th February will automatically qualify for entry in our March issue, out February 24th, so get your entries in quick!

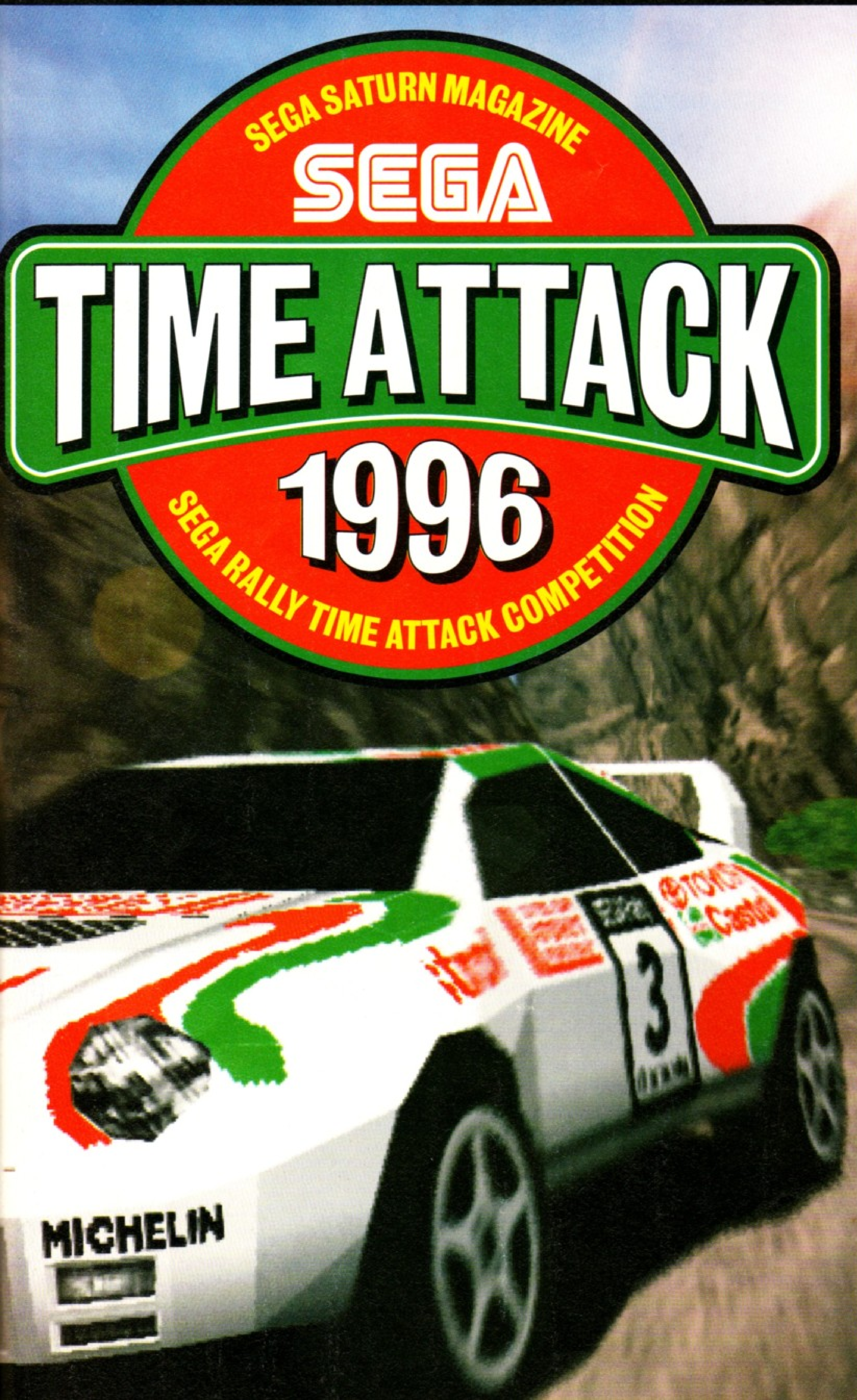


AND THE PRIZES ARE...

Well, it wouldn't be a time attack competition without some top prizes, would it? As in the Daytona competition, there's three prizes to win, and they are:

FIRST PRIZE: FREE SATURN GAMES FOR A YEAR!
SECOND PRIZE: TOP AM3 MERCHANDISE! (TBC)
THIRD PRIZE: MORE TOP AM3 MERCHANDISE! (TBC)

OUR SEGA RALLY PETITION!



TIME ATTACK 2: FOREST



TIME ATTACK 3: MOUNTAIN



RECORD YOUR BEST TIMES ON VIDEO!



DAYTONA TIME ATTACK COMPETITION RESULTS!

After slogging your way through Daytona for, ooh, five months or so, we've collated your best times together and finally, come up with the winners for this amazing competition. Although some of your entries may have been pretty feeble at the beginning of the competition, by the final month, the times were nothing short of excellent. In fact, even we were surprised at the final results, especially on the expert track, which even blew the SEGA SATURN MAGAZINE's team times out of the water. Anyway, just to make you absolutely pig sick with your own meagre effort, here's the winning times for you to peruse.



EXPERT TRACK WINNER!

WINNING: FREE SATURN GAMES FOR A YEAR – BEGINNING WITH VIRTUA FIGHTER 2, A SATURN JACKET AND AN ARCADE RACER STEERING WHEEL!

JOHNATHAN BELL, WEST YORKSHIRE
With a winning time of 1.24.36!

ADVANCED TRACK WINNER!

WINNING: A SATURN JACKET, AN ARCADE RACER STEERING WHEEL AND TEN SATURN GAMES!

BRENDAN CRONIN, IRELAND
With a winning time of 40.07!

BEGINNER TRACK WINNER!

WINNING: AN ARCADE RACER STEERING WHEEL, A SATURN JACKET AND A VIRTUA STICK!

DARREN WARE, WAKEFIELD
With a winning time of 15.30!

So, there you go. Incidentally, just to prove that expert track winner Johnny boy really did get the time that he sent in, here's a couple of shots from his winning video. Yes, he used the pink car, yes he smashed it up pretty badly, and yes, he took a short cut over the track's grassy area. Incidentally, Jonathan was said to be "overwhelmed" at winning the competition when questioned at his Wetherby retreat and would like to thank his mum, dad, dog, his mates, and everyone who knows him for their "amazing support" over the last couple of months.

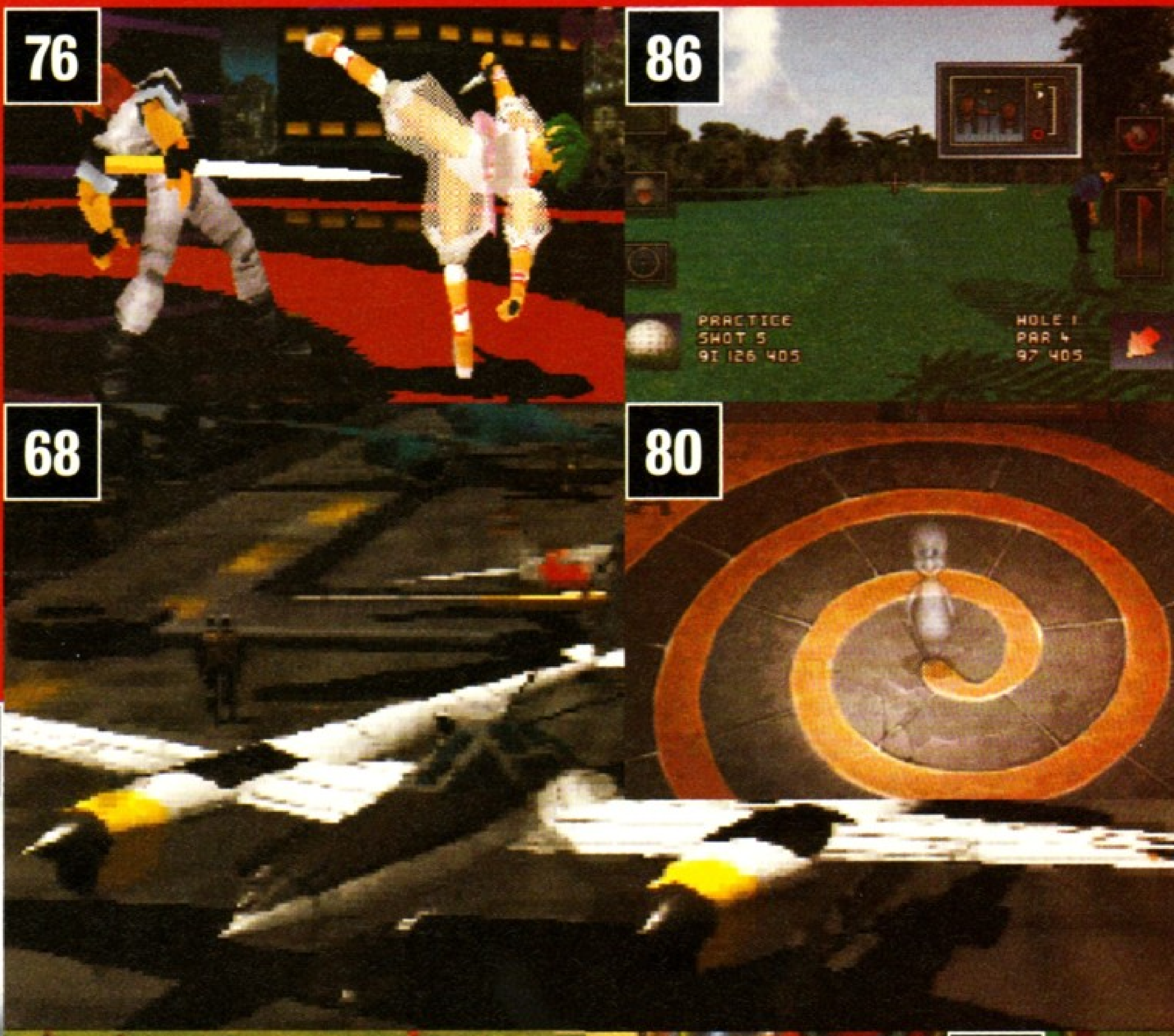




SEGA SATURN™

Review *Index*

Introduced by Bruce Forsyth: "Thank you very much, you're a wonderful reviews section, so much better than last month's!" [the review section laughs].
"Well well, m mm m, what a reviews section we've got for you tonight, folks. Packed to the rafters with wonderful games. And I wanna play those games with you. So without further ado, here they are, they're so appealing, okay dollies, do your games review location revealing..." [reviews section whoops and cheers].

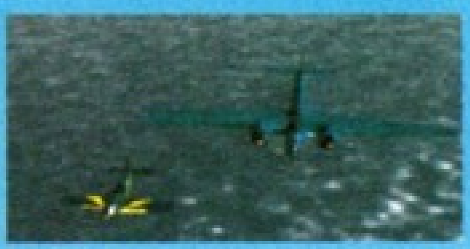


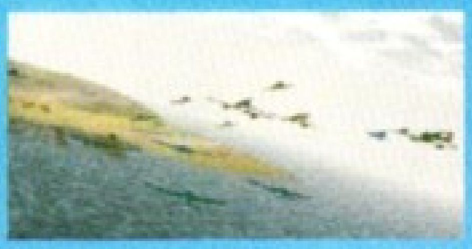




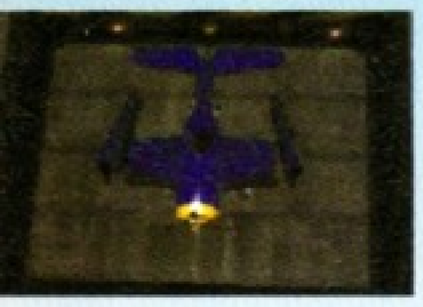
BY	SEGA
PRICE	£TBA
STYLE	SHOOT 'EM UP
RELEASE	FEBRUARY

Take to the deadly skies of World War 2 with Wing Arms! From Japan! Which means you must be bombing Tommy Britisher! Aiee, traitorous dogs!






One of the first Model 2 coin-ops Sega launched was called Wing War. Like you'd know. Hardly anyone bothered playing it, despite the fact it's absolutely ace. Perhaps the double-joystick controls put people off. Ya lazy yellow-belly cahoots. If you'd have taken the time to bother with it you'd have found one of the most enjoyable two-player duel games arcades have to offer.




Well thanks to the general apathy of UK coin-op players Wing War will never see the light of day on the Saturn. Actually, that's a lie. The game was pretty massive in Japan, so we're at a loss as to why it never got the port-over green light. But Sega, bless their little cotton Sonic bobbysocks, can't let their many followers go hungry for aerial combat. So they've released this loosely-tied one-player texture-mapped title we like to call Wing Arms.

On paper, Wing Arms sounds pretty ace. Take your pick from a number of real-life WW2 planes, some common, some bizarre experimental prototypes, and take up against the evil enemy forces.

Much like in real wars you're not just put up in the sky and asked to wade through the entire enemy on your own. Oh no, you're given specific missions, with maps and targets and, sadly, limited supplies of missiles. But unlike real wars, you're quite likely to survive more than one of them, and as such participate in a variety of offensive manoeuvres (which doesn't mean flicking the Vs, by the way). Missions vary from assaulting futuristic-looking oil rig things to chasing enemy pilots through mazes of narrow canyons. There's always a best way to approach each operation, but at the end of the day success is all down to your own combat skills.

Wing Arms is as arcadey as flight games come. Your controls handle guns, missiles, steering (hard and soft "cornering"), flight speed and map viewing (for target location). Don't worry too much about crashing – hitting the scenery or floor does lose armour points, but isn't immediately fatal. The main threat arises, as you'd hope, from the many enemy fighters, tanks, gun placements, ships, cutlery, ghosts and sweets. At first it's easy enough to save your lame ass by watching your radar and circling behind foe forces, but as the game progresses the opposing pilots get smarter and start using their own tactics.

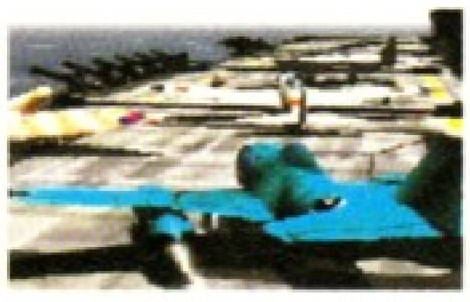
And this is where the bone of gameplay contention rears its ugly bone. Once the 'planes start getting better, they'll home in and try to get behind you, while you're trying to track them down by radar. Which means you'll both fly around and around in circles, occasionally meeting up for head-on micro-confrontations before zooming past one another. It's fairly easy to imagine the tedium, and unfortunately this mars an otherwise well thought-out and engrossing shoot-'em-up. But hey – don't get on a downer about it kids, life's too short. Plus, this is where the Expert control system comes into its own. It allows you to adjust the yaw and roll of your plane instead of just nose direction, giving you true three-dimensional freedom of movement. It's almost impossible to get the hang of at first, but once you get the gist of shifting around in a thousand directions at once it improves your aerial agility stupendously. In fact, it's pretty rock to complete the later levels without this degree of control. If you've got the patience to get stuck in and learn your flight style (try playing with Expert controls from the off) Wing Arms is an exercise in extreme competence, although perhaps not a full-on classic. Give it a spin, by all means, but don't expect to get your head blagged.

RAD





Gaze lovingly at all the planes and ships you fly or fly against with this little section. Check out all the stats, and view the mothers from just about any angle. No use, but a nice touch.








Spinning your plane not only gives you neat horizon-twisting effects, but is also handy for getting out of strafing trouble.



Once an enemy aircraft has taken a couple of hits their grunging valve sprocket goes and the wounded plane leaks a superbly animated trail of smoke.



If an enemy gets behind you and starts blasting your tail-end the perspective shifts, shooting you far into the screen and allowing you a view of your foe to aid evasive action.

WING ARMS







Pick a plane from any WW2 participating country on this plane select screen. Choose wisely, because you can't change your mind once you're in the game. Experiment and study the stats and find the one which suits your play style best. Then pick it!



Not exactly period-faithful, but this oil rig is a tough fortress to smite.















This is Admiral Hexagon, the six-sided man with the six-sided head. He runs the aircraft carrier upon which you're stationed, and as a result he's the man who briefs you before each mission. He's a bit long-winded, but listen closely for handy mission hints.



The overall enjoyability and challenge of Wing Arms just about makes up for a couple of gameplay flaws. Not essential, perhaps, but still a cracking effort.

graphics	91
sound	89
playability	86
lastability	89

overall 82%





BY	EA
PRICE	
STYLE	SPORT SIM
RELEASE	DECEMBER

Bribes, drug scandals, violence. Not the kind of things you'd usually associate with the national game, but football has been high profile news this last year. Eager to steal the headlines this time around is EA's FIFA '96. Hold the back page!



It's a great game football. Just ask about two billion of the planet's population. Football sims on the other hand have a habit of being a bit hit and miss. FIFA has already established itself as one of the best 16-bit footy games around and its arrival on the Saturn heralds a potentially new era for this popular genre.

In many ways FIFA '96 delivers. It not only features international sides like its little brothers but also comes with club sides, giving the player the chance to take their team through an entire league season. Every single player from the 1994-5 season is included and John Motson provides the commentary to really bang home the realistic veneer. As has become the norm these days, FIFA '96 also comes with a wealth of customising options to alter strategy, formation and the like, and an intimidating range of stats on teams and players skills. The good news is that they genuinely make a difference as well. If you're trailing by one goal in the last minute then an all-out attack strategy pushes all of your players up. The risk of course, is that you're defenceless if the opposing team catches you on the break. As the ever philosophical manager will tell you though, 'that's football'.

But what FIFA primarily built its reputation on though was the tremendously detailed character animation and the excitement of the gameplay. Here's where FIFA '96 proves itself to be a bit disappointing. The animation and movement of the sprites is both slow and slightly jittery. This is a real shame because it was precisely these elements that made FIFA stand out from the crowd in the past. Fortunately the game logic hasn't suffered, so while it might not move as fast and smooth as you'd like you can still guarantee that the pass you're trying for is the one the computer will select.

To create a televisual atmosphere to FIFA '96 there are a number of special features.The dulcet tones of John Motson have already been mentioned but that's not all. There are also a total of seven camera angles varying from a stadium camera to one which moves right in on the action. Although these demonstrate all of the impressive 32-bit technology, you'll find yourself only using about three of them. To top it all off there's the obligatory replay option which allows you to enjoy your Yeboa-like strikes again and again. If only the graphics and animation were decent enough to make this really worthwhile.

ROB



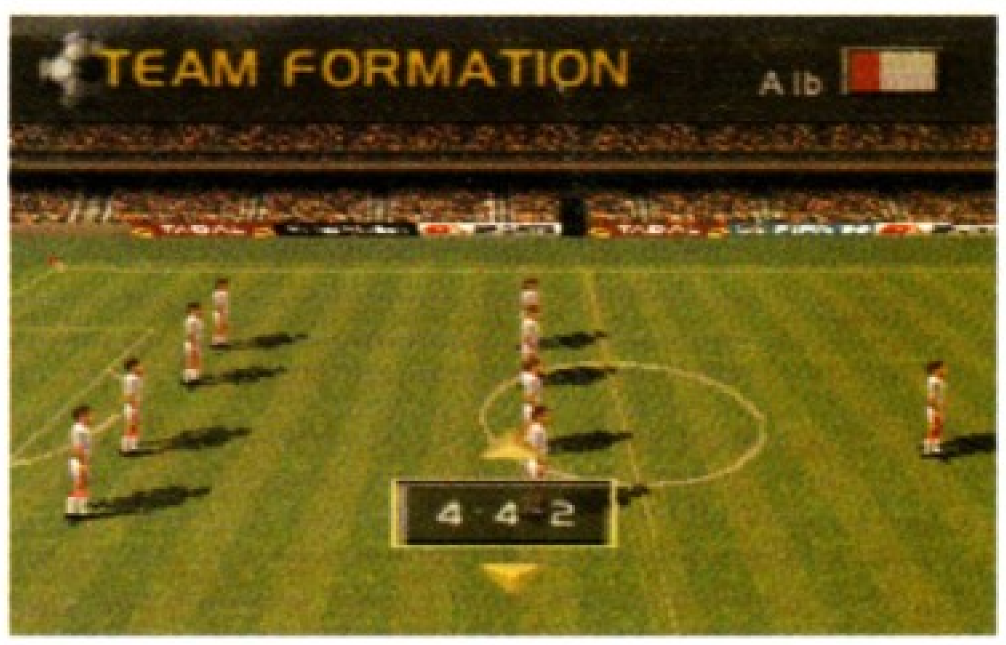
And so they're ready to get the second-half under way. Sporting a 1-0 lead and eager to maintain it, Trumpton FC have decided to bring on a sweeper. Meanwhile, their opponents are hoping to level the scores with the help of another attacking midfielder.





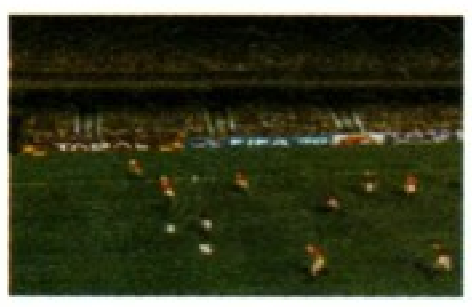




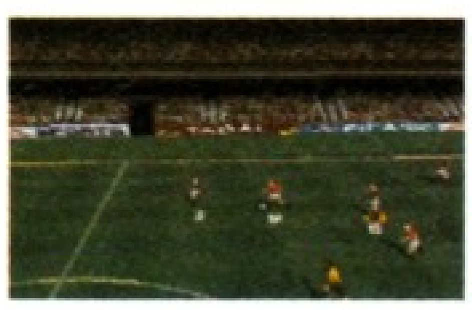


So you're thinking of a 4-4-2 eh? It's a standard choice, but how about a sweeper to clean up those defensive errors? Or why not try the more attacking 4-3-3 tactic?





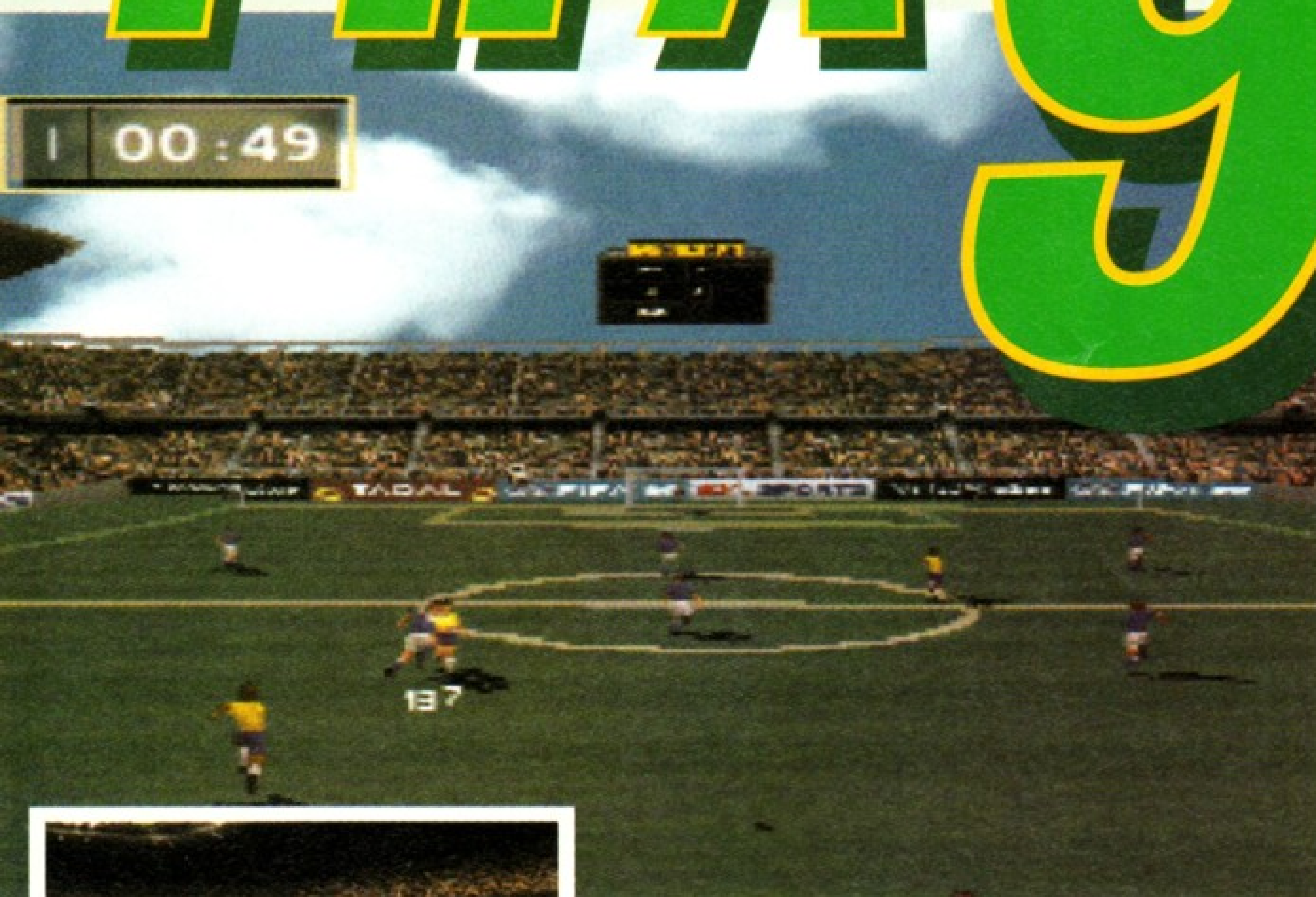








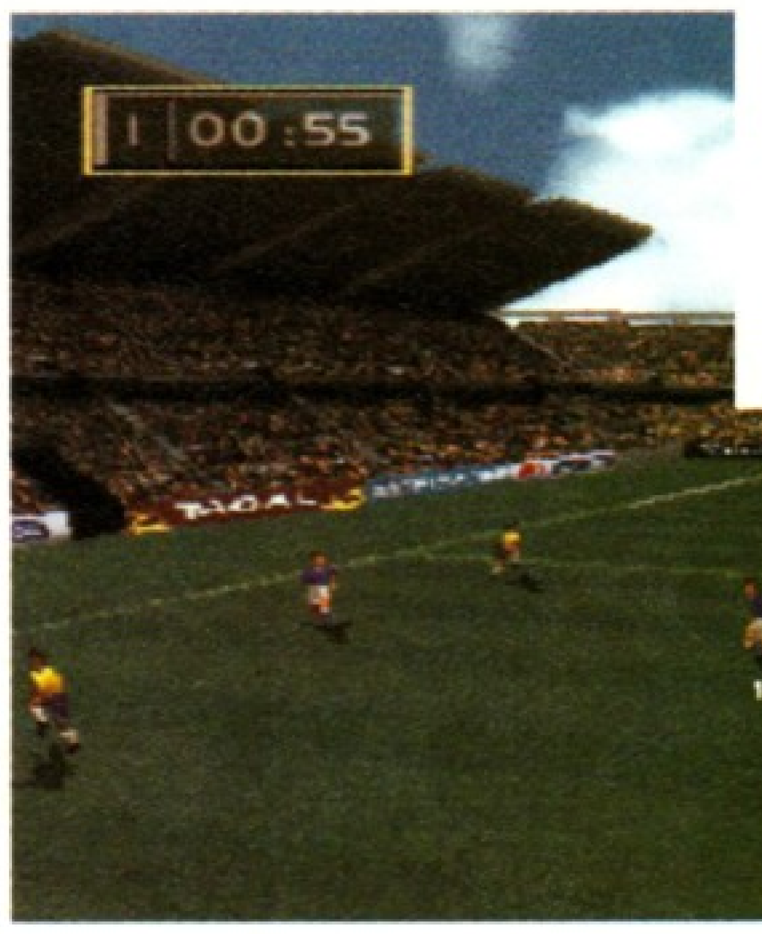
FIFA '96





















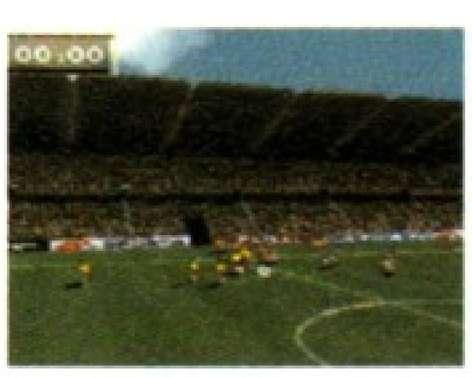
(Above) A diving header in progress. FIFA '96 gives players the chance to pull off some of the more magnificent stuff like bicycle kicks, cheeky one-twos and Pele flicks.



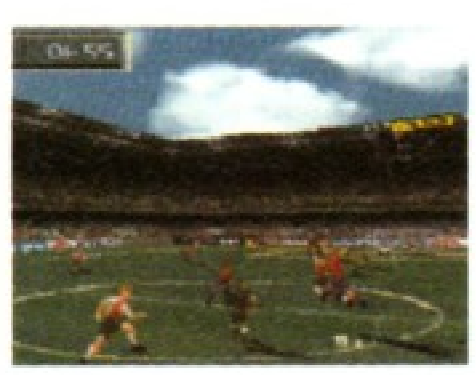
The replay facility is there to ensure that your opponent really gets his nose rubbed in it when you score, or alternatively, to debate endlessly about the legality of a foul or the poor judgement of the referee.

FIFA '96 makes a brave attempt to capture the real thrill of football. At the end of it all though, it lacks the smoothness and speed to merit championship distinction.









graphics	81
sound	90
playability	78
lastability	80

overall **80%**

BY	CORE
PRICE	£39.99
STYLE	SPORT SIM
RELEASE	FEBRUARY

Whether you're one of those people who's addicted to it, or one of those people whose eyes grow lazy at the mere sight of it, golf always seems to prevail. As do golf sims for that matter. Can this aging genre survive in the fast and furious world of 32-bit gaming? Caddy! Fetch my clubs!






Golf is not a cheap game to play. An average set of clubs will set you back about £600 and membership to a club costs anything up to about £60,000 a year. Then there's all those multi-coloured golfing slacks, Lyle and Scott roll-necks and Pringle pullovers to think about. And what if it rains eh?

With this pedantry in mind you're probably better off sticking to the TV. It's cheap and involves much less effort. If you're still eager for golf, why not appease your desires with a golf sim. I mean, they basically amount to the same thing anyway right? That's also one of the problems with golf sims; if you find golf excruciatingly boring, a golf sim isn't really going to thrill you, even if the background music is a medley of Seventies disco classics and all the golfers are in flares and sequin vests...mmm, actually...

Virtual Golf makes no such adventurous departures, upholding the traditional approach to golf sims by maintaining the precision control method that governs the excellence of a swing. Likewise, there are the usual concerns over the direction and speed at which the wind is blowing, what club to use and the contours of the green when it comes to putting.

The control method is styled like an arcade game making it very easy to play and also very quick, something which is quite a relief after so many golf sims that involve the endless choosing of options before you can take a swing. Naturally you can call up a map that gives you an overview of the hole and tells you how many yards there are to the flag, but interference of this kind is kept to a minimum enabling you to concentrate on playing the shot itself.

There are four courses in total, all fictional, of which two are amateur and two professional. You can only access the professional courses in a tournament when you have already got through the two amateur courses under par. Alternatively, you can play Practice mode or 'Derby Scramble', a game where players form couples and use the best shot between them and play other doubles in a round of eighteen holes.

As is expected of a sport sim these days, Virtual Golf comes with a myriad of camera angles and includes a replay facility for those especially memorable shots. It also allows the player to thoroughly check the fairway before they take a shot by zooming in and out, raising and lowering the angle and rotating the view. This is all done very smoothly and points towards the quality of the graphics which include large, if poorly dressed, sprites. As for animation though, it has to be pointed out that while the crowds all look quite pretty, none of them move a muscle making you feel like you're playing to an audience of mannequin's.

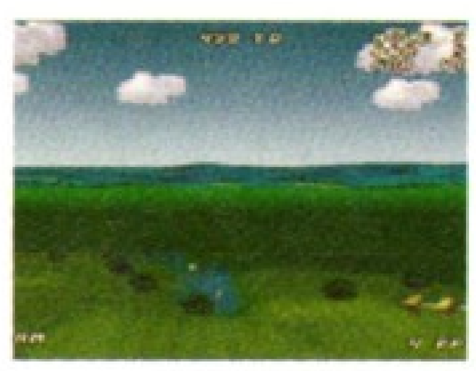
All in all, I can't help thinking that the original PGA Tour Golf on the Megadrive had it just about right, and the only thing 32-bit golf really needs to be concentrating on is making it all look more relaxing and serene. Virtual Golf goes some way to doing that with its simple and accessible control method, and it puts on a better show than World Cup Golf. Ultimately though, it lacks the refinement of a truly brilliant golf sim.

ROB





The sea-blue slacks, the brown and cream pullover. You can tell the guy just wants to get down and breakdance!







VIRTUAL GOLF





Virtual Golf provides you with the opportunity to pan up, high above the trees to take a good look at some of the obstacles that await your next shot.

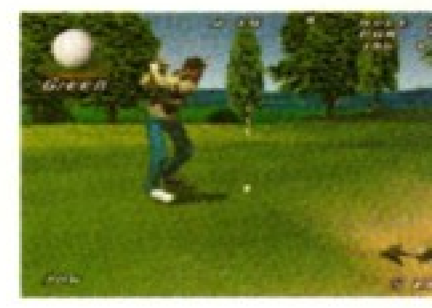


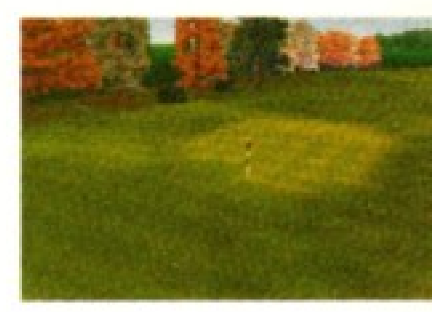


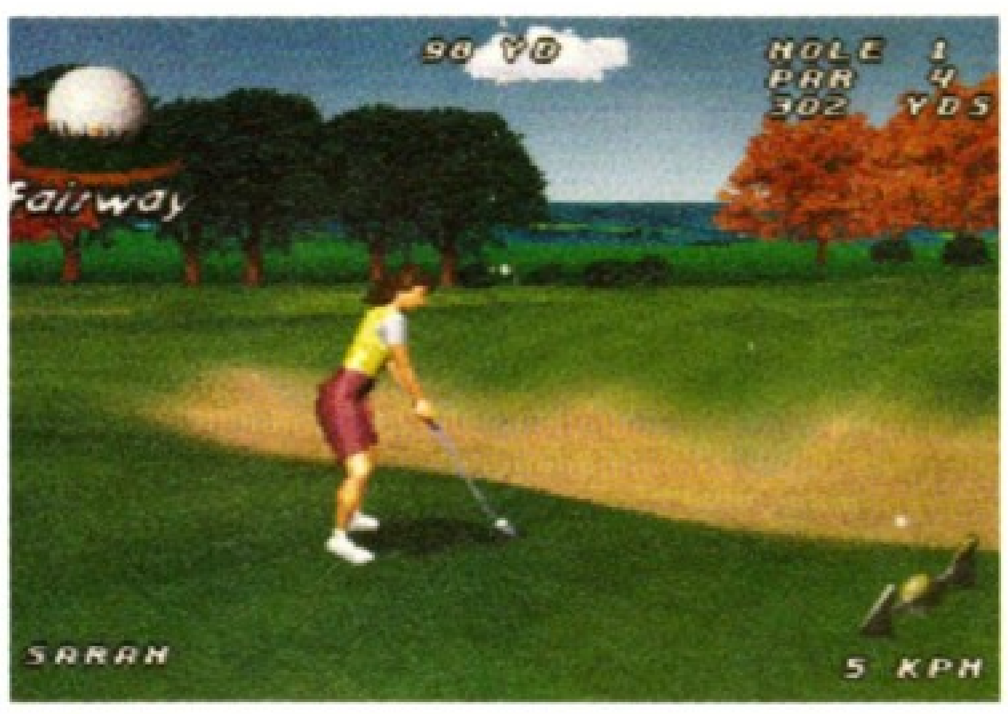


Hit the golf ball at both ends to get the perfect swing, otherwise the ball will bend.

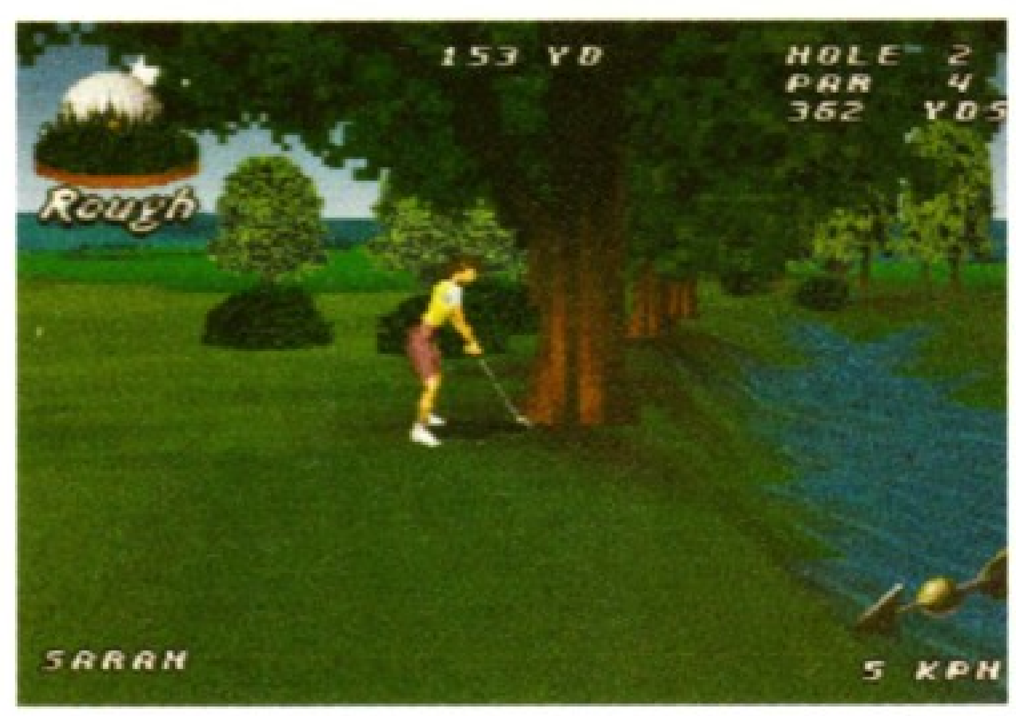














Jill is wearing mauve lycra shorts, a white T-shirt and, to finish off the ensemble, a bright lemon tank top. Breathtaking!





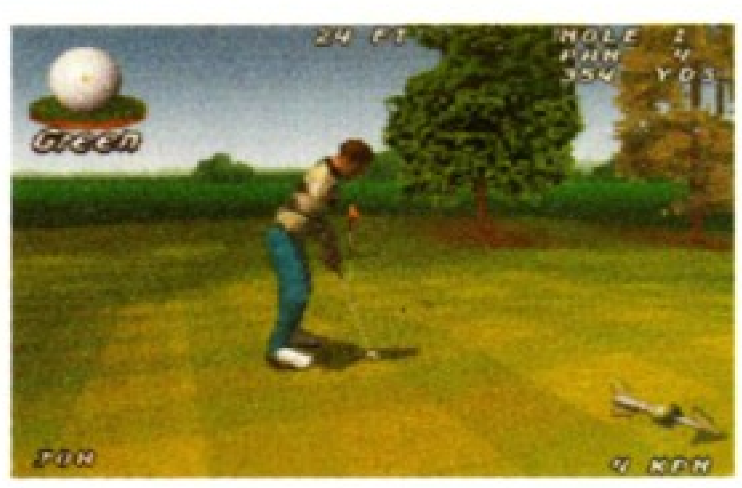
A very fine golf sim which is easy and fun to play. The best golf game on the Saturn at present.

graphics	85
sound	77
playability	80
lastability	78

overall

79%

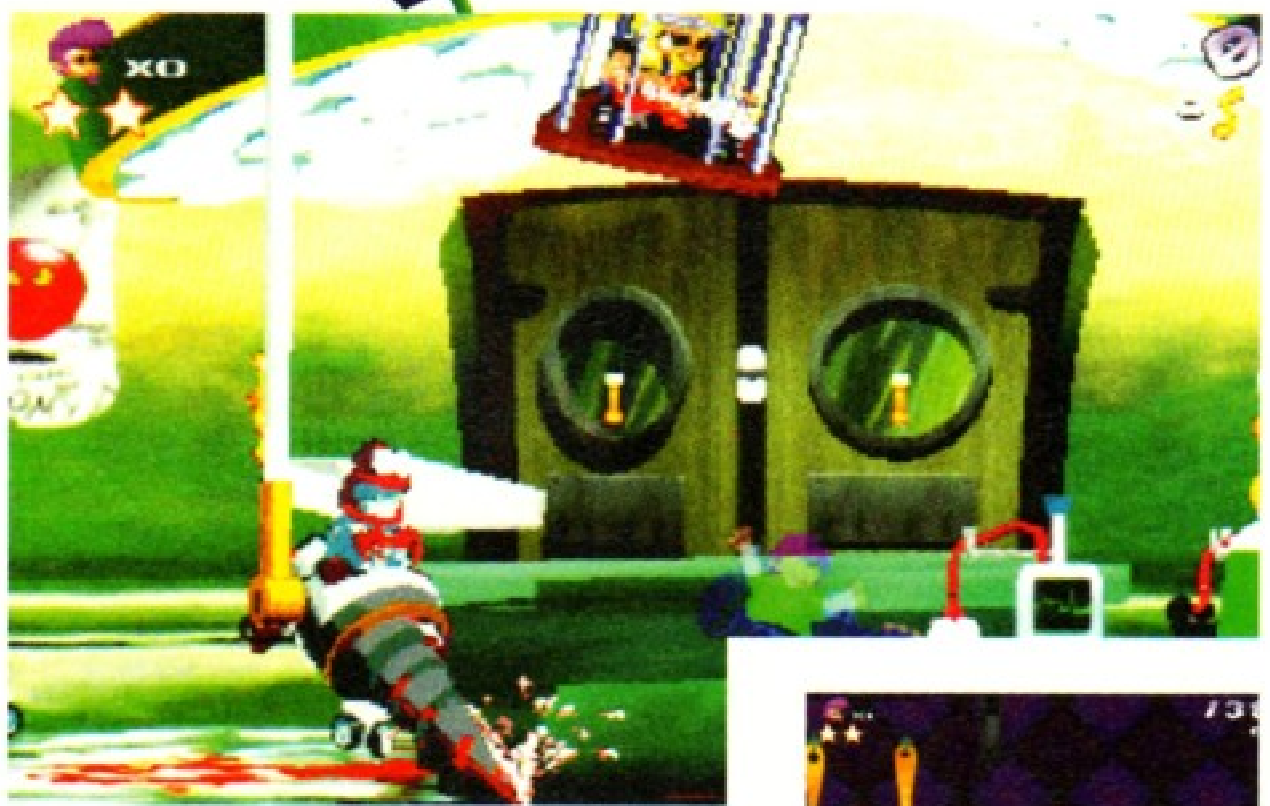




BY	US GOLD
PRICE	£TBA
STYLE	PLATFORM
RELEASE	OUT NOW



There are some games that are worth buying a Saturn for. But what happens when, in a scary moment of reality, the tables are turned? What happens when a game is *crap*?





'To think is to funk and to funk is enough.' So goes the philosophy of the little guy with the purple hair. His assailant isn't impressed.

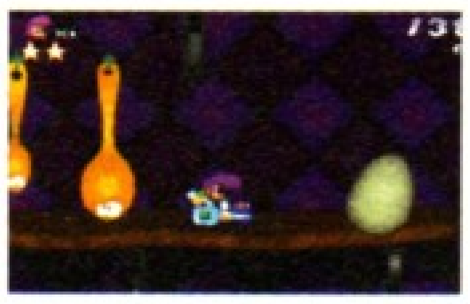
Yep, we've seen it all too many times. Games that promise the world and deliver the back end of Basingstoke, bus station and all. Usually, these 'games' are the ones that take the longest to arrive, being dogged as they are with untold development problems and dodgy programming teams. They're also the ones that are kept longest from the games mag's cynical eyes – for obvious reasons of course. But why are we bothering you with these fripperies when we have Johnny Bazookatone to play? That's not substandard, is it? *Is it*?

Well, er, yes. Actually, it is. For a start, the background information that lies behind the gameplay is enough to make any music lover feel a little green around the gills. Johnny Bazookatone is a rock star, and his prize guitar thang has been stolen by an evil magician, hell-bent on destroying music as we know it. And as if that isn't enough, he's also kidnapped the most famous rock and roll stars in the world. Like, no way, dude. Unfortunately, L Diablo (he's the living essence of evil) hasn't managed to kidnap Johnny Bazooka, hence the reason for this platform adventure.







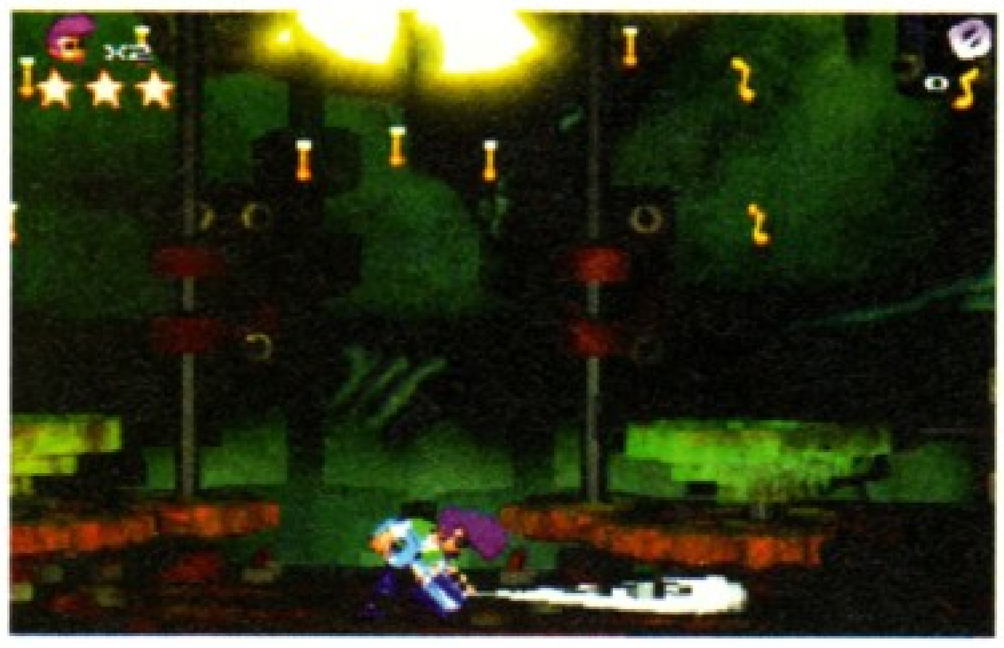






So, Johnny must fight for his right to rock the world with his musical pals. Which means rescuing them. Which means three hundred hours of the most boring platform action ever invented.

It's not that there's anything wrong with this idea as such, it's more that the way it has been put together is absolutely dreadful. All of the sprites (except for the small ones) are really blurry and fuzzy and they're not much fun to look at either. Plus, there doesn't seem to be any detail on the characters and they're all on the dark side. Kind of excusable on a 16-bit machine, but how on earth did this happen on the Saturn? Surely the programmers could have made Johnny B a bit bigger too? No? Oh well.





Still, this wouldn't be too awful if the rest of the game was packed with sumptuous backdrops and thumb-blistering gameplay. But it isn't. All of the levels have a really tatty tinge to them, and there's little variance from one level to the next, apart from a few convenient graphical changes. However, the most irritating aspect of this title lies in the gameplay. Within, ooh, five short minutes of playing this, you could quite possibly have lost your rag. Enemy sprites pop up out of nowhere without any warning at all, then promptly proceed to wander about all over the level where you'll have to shoot them at least fifty times to make them go away. Then there's the old "haha! I am a spiky tree so therefore you will lose a third of your life" trick. Only sometimes it doesn't work like that.

There is however, plenty of opportunity to pick up bonuses in each and every level. These either come in the form of music notes which Johnny must collect to make up his music sheets, or stars, which of course is what Johnny wants to be. Collecting these goodies is probably the only fun part of the game and to obtain some of them, you'll have to work out where the secret platforms in the game are and also use Johnny's floating option on his gun. But, nice though they may be, it hardly goes any way to compensate for the rest of the title.

At the end of they day, you have to wonder what made US Gold release this title. In no way is it what you'd expect of a next generation machine, and bar the rendered intro, there's nothing in the game that hasn't been done a million times better before. Bunging twenty sprites on screen at a time, then allowing them to wander around in a random manner does not a good game make, surely anyone knows that. And when you consider that most people around here would rather play the original Sonic game than this – five years on and programmed for a superior machine – you have to wonder whether this is worth a look in at all.

SAM HICKMAN





Johnny Bazookatone



Oh yes, there's the inevitable platform action in Johnny Bazookatone, be it end-of-level bosses, the usual pick-ups, or even an odd interpretation of some mine-cart action.









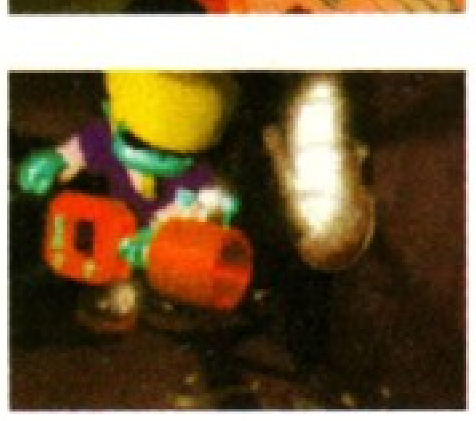




With a guitar as his weapon, Johnny goes about his universe offering death by riff!







An all-round disappointing effort that is both dull and frustrating to play. Not what you'd expect to see on a next generation machine.

graphics	52
sound	68
playability	50
lastability	61

overall

53%

BY	SEGA
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	TBA

It's here at last. After knocking about on the PlayStation for months, Toh Shin Den finally makes it on to the Saturn. But was it worth all the fuss and bother of the wait? Just about.



Toh Shin Den is familiar to most as the first 3D beat 'em up to turn up on the PlayStation. At the time it caused a bit of a storm leading to suggestions that it was a worthy rival to Virtua Fighter. Now at last, after much speculation about whether this version is inferior to the PlayStation's, Toh Shin Den arrives on the Saturn.

This is a typical beat 'em up — eight characters, a few hidden characters, special moves *et al*. In the PlayStation version the programmers made the mistake of putting the special moves on the knuckle buttons so they could be executed easily. This was later changed and fortunately the Saturn version has the special moves as a combination of D-pad and buttons, carried out in the style of Street Fighter specials.







On looks alone Toh Shin Den is a worthy rival to Virtua Fighter sporting some excellent texture-mapped graphics and smooth animation, and there are some detailed touches like Kayin's taunting as he waits to start fighting. The special moves all look impressive too and there are some really original attacks like Fo's bubble which he climbs on top of and rolls into his opponents, or Mondo's fondness for impaling enemies on his staff and swinging them around.

There are three hidden characters in all — Gaia, Sho and Cupido — and to get these you have to be victorious over every other character in the game without losing a fight. Sho is much the same as Kayin, and Cupido shares similar attributes to Sophia. As for Gaia, well, this character is pretty unique using a set of claws that reach out from over its shoulders and devastating enemies with massive fireballs.

When you start playing as Sho the whole game speeds up considerably and there are also some ultra secret moves to discover as well.











But as decent as these touches are, this doesn't really save Toh Shin Den from tumbling into mediocrity and that's because the gameplay is on the whole too slow, something which makes fighting feel a bit sluggish. Unlike VF 2, I never felt totally in control of my character even when I was really familiar with their moves.

The moves themselves, while quite impressive to look at, aren't varied enough to maintain your interest for very long. Admittedly there are some secret combo's and special attacks knocking about but they just aren't exciting enough to really grab your interest and maintain it. I suppose what I'm getting at in a round about sort of way is the fact that Toh Shin Den lacks real depth in the gameplay. With a game like VF2 you can spend months discovering new moves and combinations but with Toh Shin Den it all becomes too familiar too soon.

ROB



Kayin begins an attack on the dagger wielding Ellis but her speed and agility mean she is difficult to fight.
















Toh Shin Den

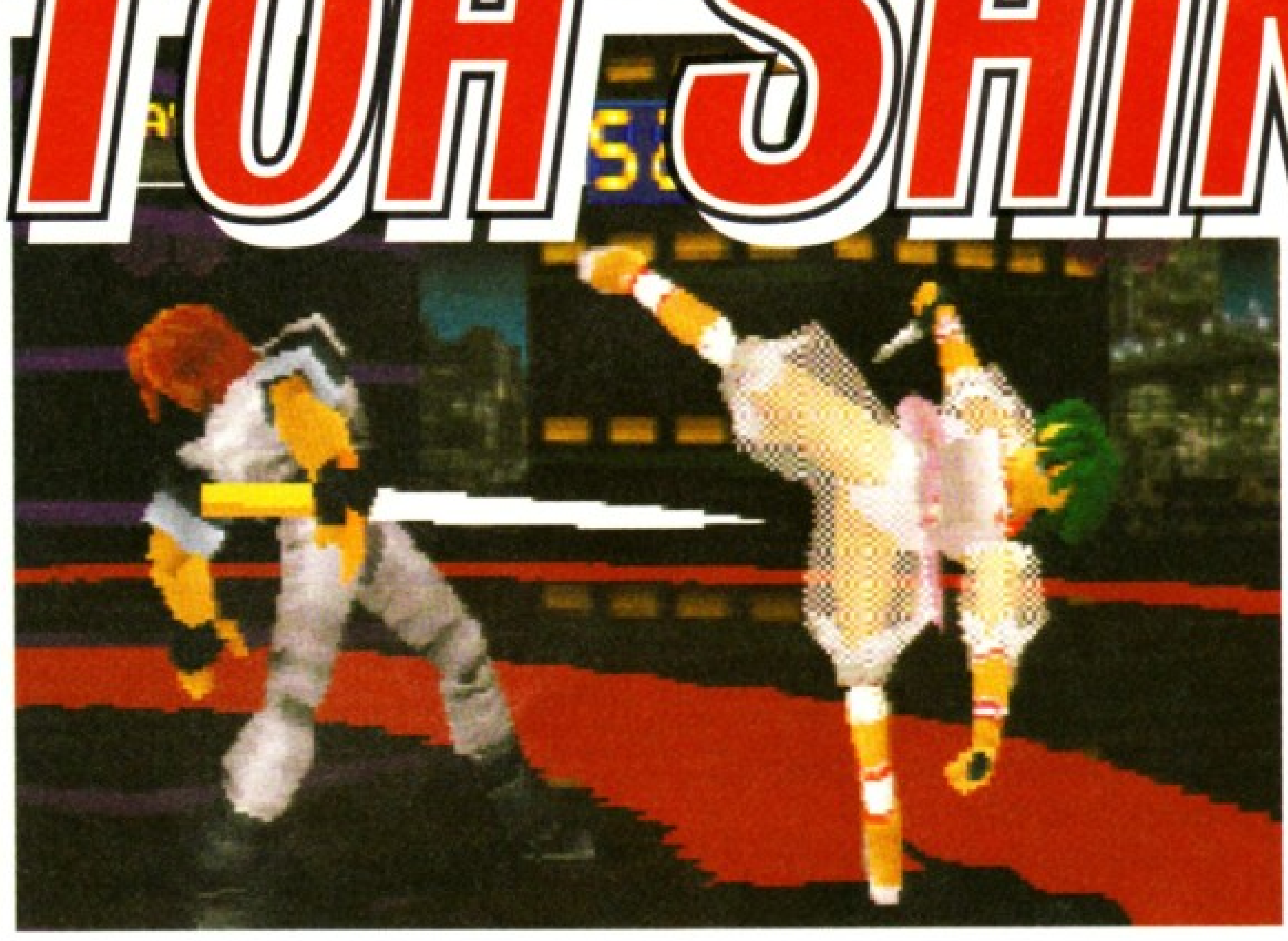
















Run-go demonstrates the power of his huge stone club by releasing a fireball.



"So listen old man, I want to dough and the diamonds under the table near the bar at the Stags Slag by nine o'clock tonight, alright?! If it 'aint there you sleep with the ferrets!





Ellis executes one of her special combos on Kayin. Each character has a range of combination moves at their disposal. They can be blocked but will still drain a measure of energy.





Sophia releases one of her lightning hoops from her whip while Mondo tries desperately to protect himself with his staff...



...but it's not good enough and she goes on to get the samurai in a hold and give him a good slapping!

Still decent enough, but Toh Shin Den lacks the speed and depth of it's more illustrious successors.

graphics	88
sound	80
playability	79
lastability	81

overall

80%







BY	INTERPLAY
PRICE	£TBA
STYLE	CYBER-ADVENTURE
RELEASE	JANUARY

Guess what kids – it's the future. And in the future things are not all hunky-dory. Evil money men control our lives and our minds. What's a poor boy to do? Why not smash the evil cyber-future conspiracy and blow lots of things into tiny smithereens. The future is fun.

The ace graphics capabilities of the Saturn are top news for everyone. For starters, they facilitate CG collections of Sarah Bryant portraits as she reclines so alluringly by her swimming pool, despite having been supposedly brainwashed by an evil criminal syndicate. The other thing they, the graphics, allow is more off-the-wall gameplay styleage. For example, a 3D viewpoint-warping game like Panzer Dragoon could never have existed on the Megadrive. No, back then we had Space Harrier which was totally different. Honest. Anyway, one of the new things you can do with your spiffy new Saturn (and a development station if you've got millions of pounds) is program so-called "graphic adventures" They're like these role-playing game things, but with action bits in them. There are already a couple of them in existence, like D's Dining Table or (nearly) Mystery Mansion of the Lost Hidden Souls. But one of the many successful PC examples of this scary new trend is now almost completely prepared for a Saturn invasion.

It's still a bit of a departure for the primarily action-orientated consoles. You pay Cyberboy, a cyber-agent with a mission to infiltrate an enemy base or organisation or something and save people. But how, just HOW, can one man possibly face the might of The Corporex Corporation alone? Well fortunately he's equipped with all the latest cyber-gear, including a cyber-wrist-blaster and cyber-specky-four-eyes-glasses which are themselves equipped with three different scanning modes to help our boy watch out for hidden threats behind doors and inside crates. To make things a bit less of a hassle for players, who would otherwise spend their entire time scanning everything and then shooting it just to make sure, neither of these gadgets come into play without the opportunity for their use being pertinent to the furthering of the game. Indeed, despite the apparently freeform nature of the game your options at each turn are relatively limited.

Cyberia plays episodically. Each screen is viewed from a different perspective, with your character placed at a different point. Within each screen are a couple of tasks what need accomplishing before you advance onto the next screen. This might make it sound like a futuristic version of Jet Set Willy or any other ancient flick-screen fossil, but that's not what it seems like when you're playing as each episode leads quite neatly onto the next, so the general appearance is of a fluid stream of gaming. Even when the action switches from vaguely isometric creeping around through close-quarters combat into a first-person 'plane blasting sub-game through plot-advancing non-playable skits.

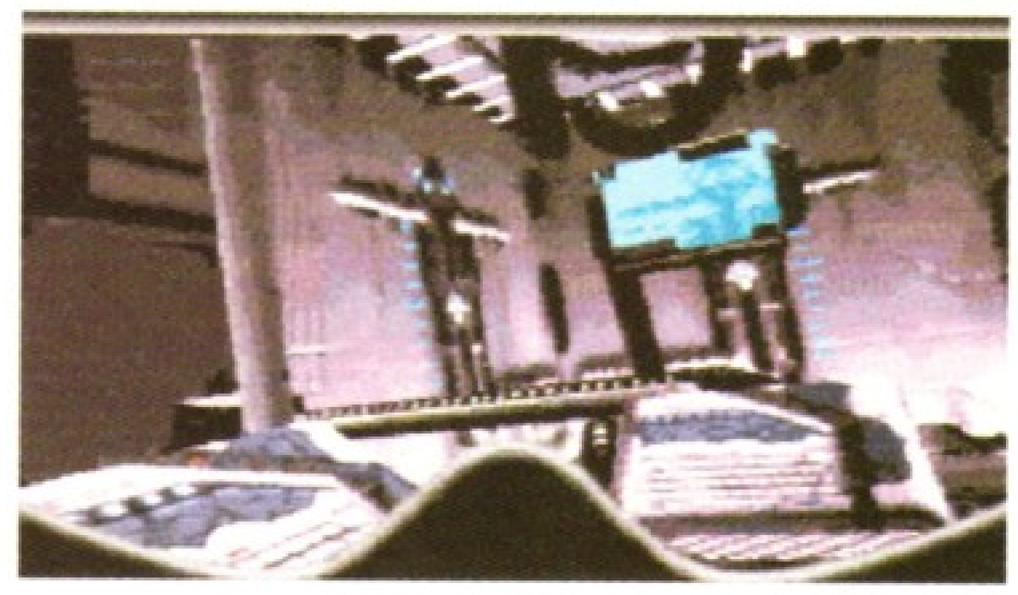
But then, halfway through, you're suddenly presented with about eight levels of first-person perspective shoot-'em-up, looking not unlike Microcosm (except out of doors instead of inside someone's body). While they're not that bad, they do seem intrusive, especially as they're all lumped together in one go, instead of interspresed gradually through adventure levels. Once you've completed them and got to the main adventuring chunk things pick up again, but it's a shame they sem to go on forever.

Other than that, the graphics remain stylistically constant pretty much throughout (apart from the ropey anti-aircraft concept), displaying solid-looking rendered characters and backgrounds in a cinematic enough fashion to carry the atmosphere. And that's the important bit. Realistically speaking, whilst Cyberia is quite eclectic by nature of content it's the atmosphere which really makes the game enjoyable. It's easy to get caught up in the plot and (more often) the dramatic tension of events, as you're never sure what's around the next corner, or whether anyone you meet is friend or foe. Except the guys in uniform who shoot you – they're foe.

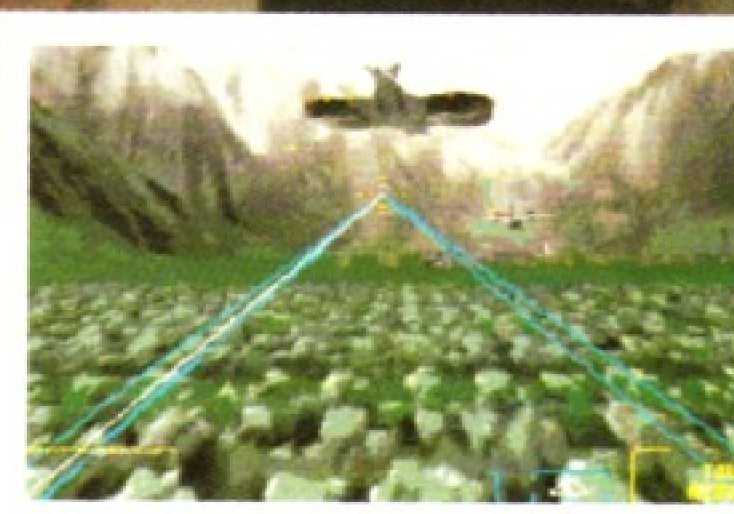
Basically Cyberia is a good game. There's always a lot going on, you've got to use your brain and there's plenty of death-dealing for the more mercenary-hearted gamers amongst you. The thing is it's hard to think who to recommend it to. The role-play element isn't quite deep enough to appeal to solid adventure fans and the action is a bit too simple for super-speed cyber-shoot-'em-up heads. If you fancy changing the pace of your game this is certainly an intriguing title, but the plot-heavy centre of it might not be to everyone's taste.

RADION AUTOMATIC









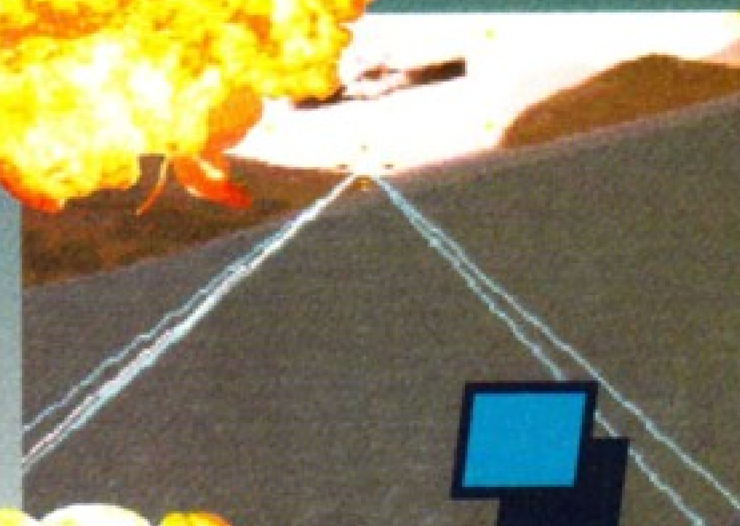


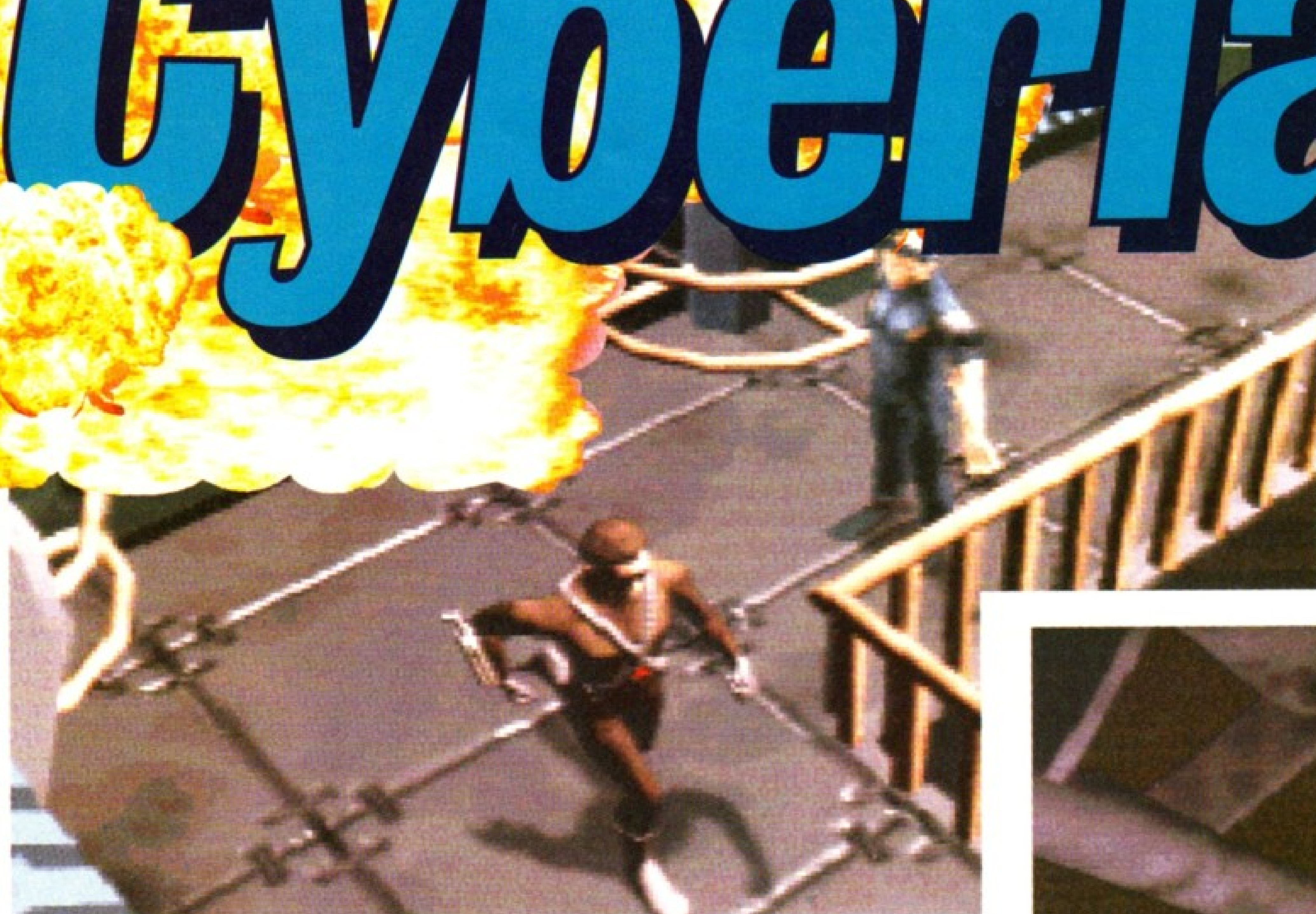




This is one of the shoot 'em up sections slapped bang into the middle of Cyberia. Whilst it's not all that bad to play you can't help but wonder if they could have been split up a bit.

Cyberia

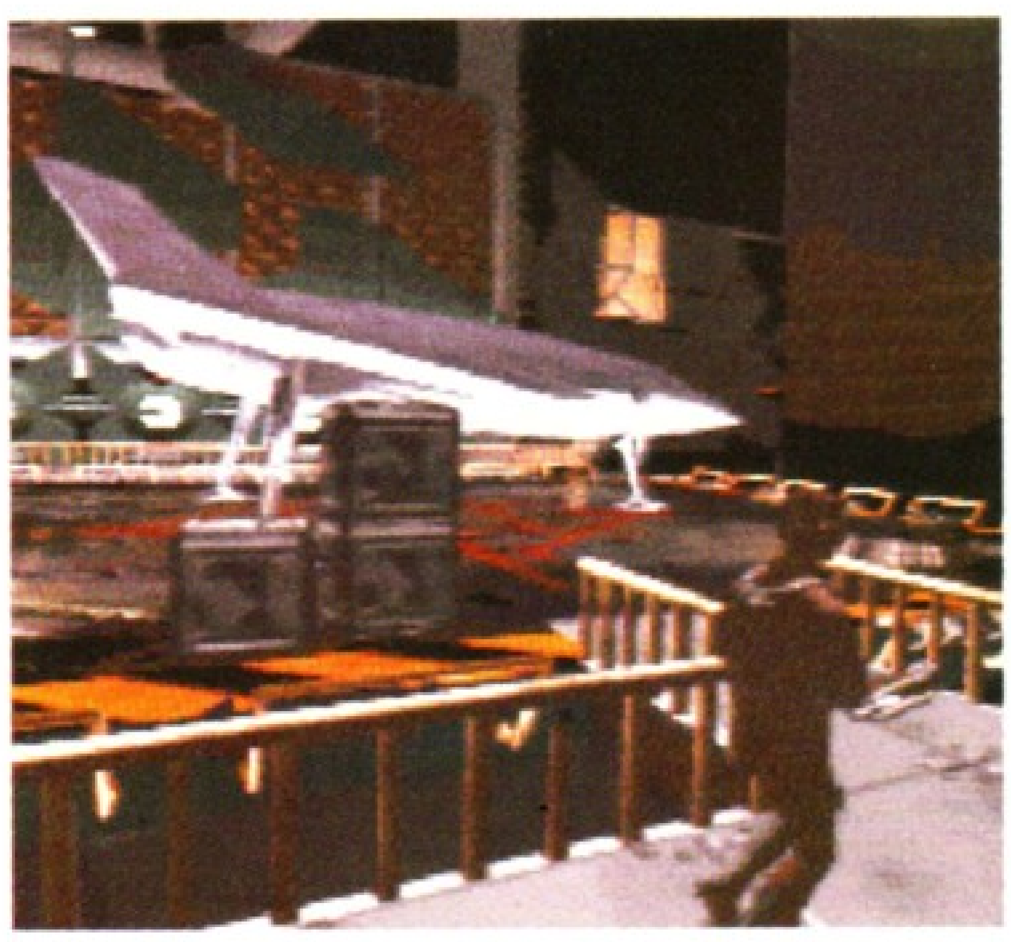


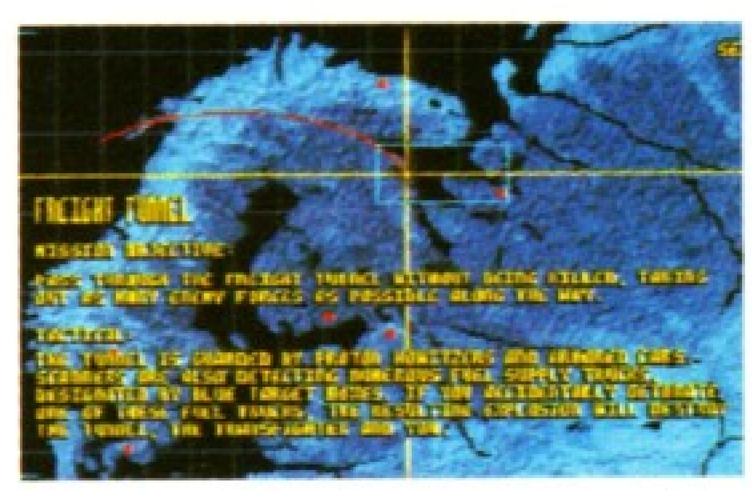
Running isn't just fun – it's good for you too. Improves your circulation and stops you from dying early.



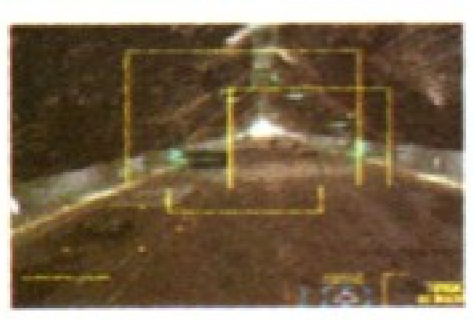
The calm moment before all shoot 'em up hell lets loose. In about one second Cyberbloke will be plunged into a maelstrom of first-person shooting. He'd rather be running about in secret complexes, I reckon.

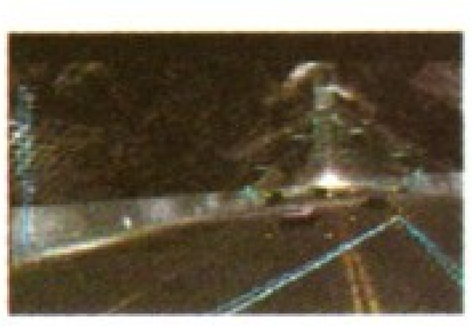
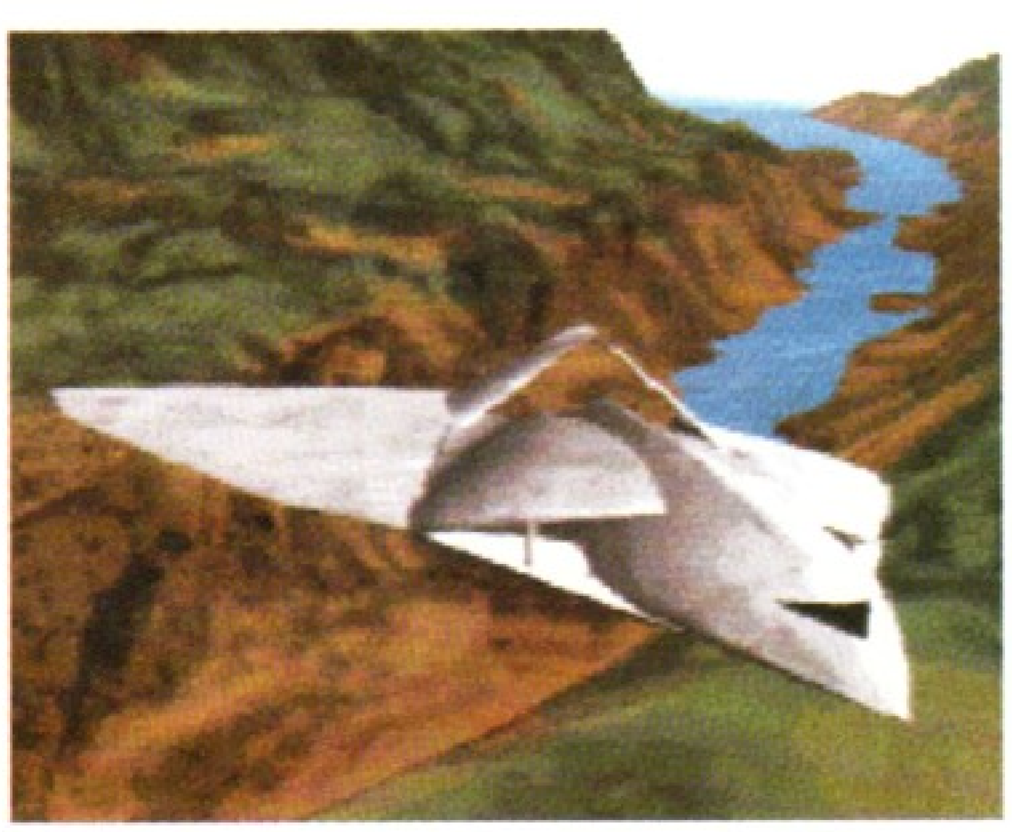






These map things outline your mission objectives for the shooting bits.





Flying over water and shooting is what's next in this level.

A nice departure for the Saturn software library, but whilst Cyberia is an enjoyable enough jaunt it's not for everyone.

graphics	94
sound	92
playability	83
lastability	80

overall

82%





BY	INTERPLAY
PRICE	£TBA
STYLE	PLATFORM/PUZZLE
RELEASE	JANUARY

You may or may not have seen the film. You may or may not have liked it. Whatever. Interplay have taken up the film licence, but have they resisted the temptation to bang out a run-of-the-mill platformer?



What lies beyond that borne from which no traveller returns eh? What illuminations sigh upon the shores of the undiscovered country? The answer, according to the creators of Casper, comes in the shape of a blubulous ghost kid with a whining American accent who says things like 'cool' every time he eats an apple. So value your life children! Seize the day because you won't even have the peace inherent in pushing up the daisies! No! You'll be reduced to the kind of cheap afterlife where you think wearing a baseball cap and a pair of shades put you on the cutting edge of credibility. Oh the horror! The horror!...

All this despair refers of course to Casper The Friendly Ghost, one of those 'films for all the family', which proved to be a big hit during the summer. Its box office success thus assured, the post-premiere 'milk-it' mechanisms quickly clicked into gear and before you knew it Casper's cuddly features were becoming all too familiar. Thus is it that the arrival of the game comes as no surprise, although it would seem it's missed the boat as far as the hype is concerned.

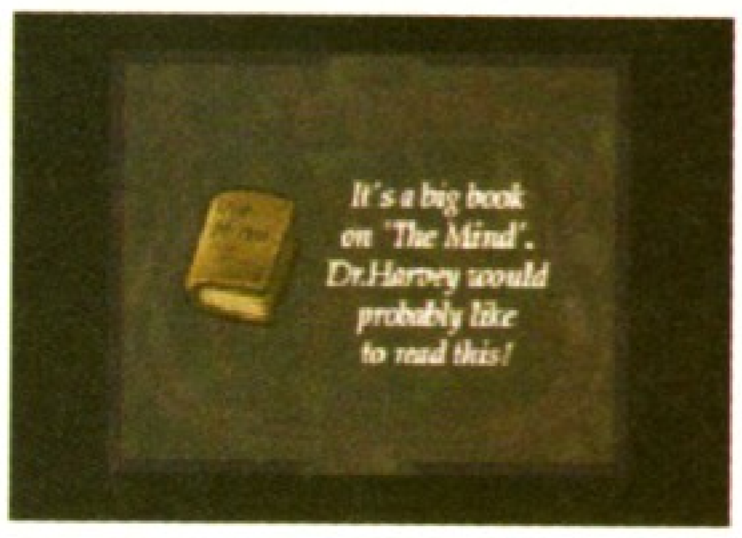
The greatest relief is that Casper isn't a platform game. Well, that's not strictly true to be honest, it is a kind of platform game, although it redeems itself from ultimate predictability by involving a healthy measure of puzzle action too. The basic premise is a simple one: Casper wants to make friends with the two living breathing humans who have just arrived in the decrepit mansion he haunts.He can't do this though until he finds some presents to give them as a way of gaining their trust. Hence his exploration of endless rooms, picking up keys as he goes to open doors to endless other rooms, all in the hope of finding a nice gift for his unexpected guests. There are other diversions as well. Dotted about the place are picture frames without their pictures. Casper has to find the pieces and put them together to reveal a portrait of one of the family ghosts. When he's achieved this he gains a new ability like being able to pass through the air vents which lead him to, you guessed it, endless other rooms.The game continues to progress in this fashion, and while it all seems like fun at first, the repetitive nature of the action begins to get more and more frustrating as time passes. This isn't helped by the fact that very often you find yourself stuck trying the same things again and again to no avail before the decidedly obscure solution finally presents itself to you.

The game looks quite nice and there are some neat, if cheesy, touches that are obviously aimed at fans of the film. Also, it should be noted that Casper is both an expansive and challenging game — even if this challenge becomes simply abject frustration at times. Ultimately though, Casper is just too boring to merit any lengthy playing and suffers from the fairly typical licensee disease of being released on the strength of a films marketing power rather than any original or entertaining ideas of its own.

ROB

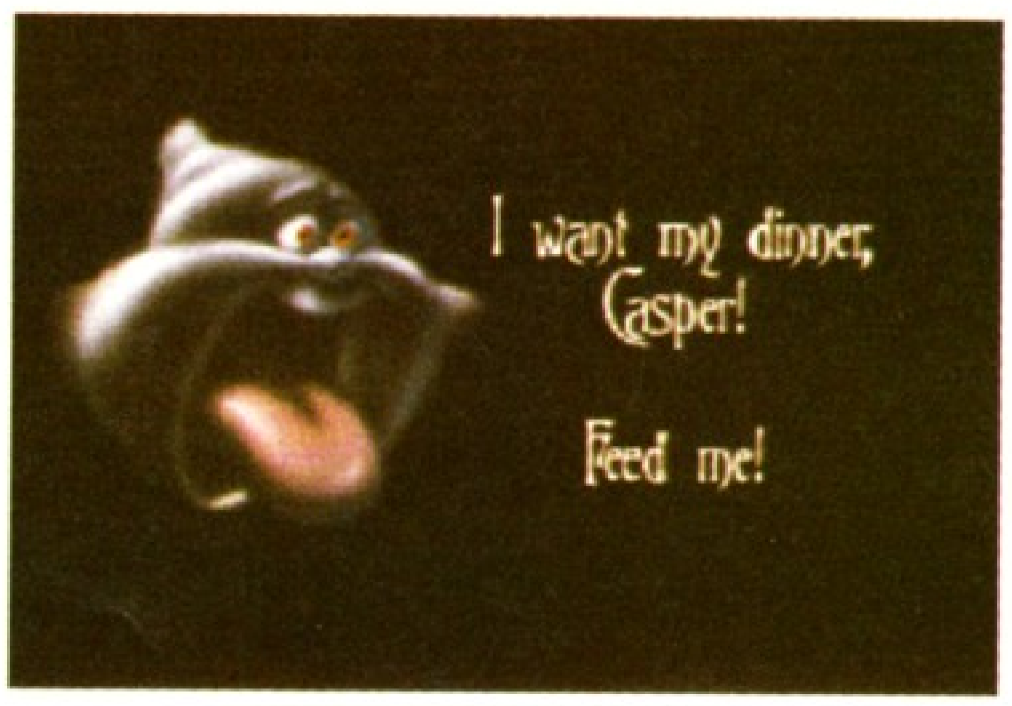




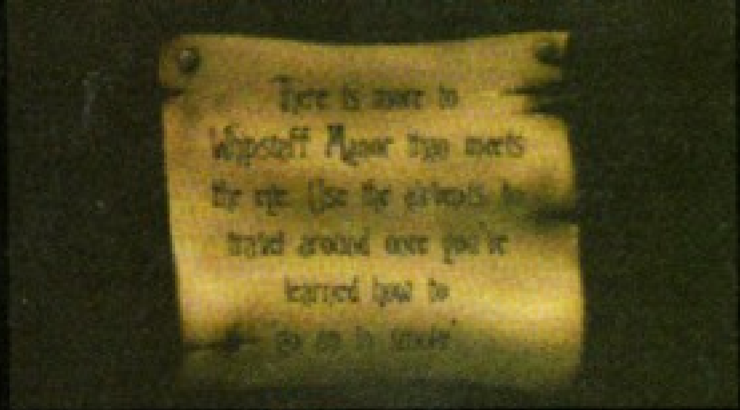
One of Casper's first tasks is to find a couple of presents to give to Dr. Harvey and his daughter. In the process of doing this though, there are many painting pieces that need to be found and put back together.



There is many a secret room to discover, either via the air vents or with the use of switches. Food also turns up to replenish the little fella's health although who ever heard of a ghost — in immaterial entity, being able to consume solid matter. Then again, he can't even move through walls.







Casper









Three parts of the portrait found and one left to go. Every portrait requires a total of four pieces. Once in place, Casper receives a gift of some kind.

A decent enough effort with what is a particularly sugary film, spoilt by some frustrating flaws in the gameplay and action that is too repetitive.

graphics	85
sound	82
playability	70
lastability	71

overall

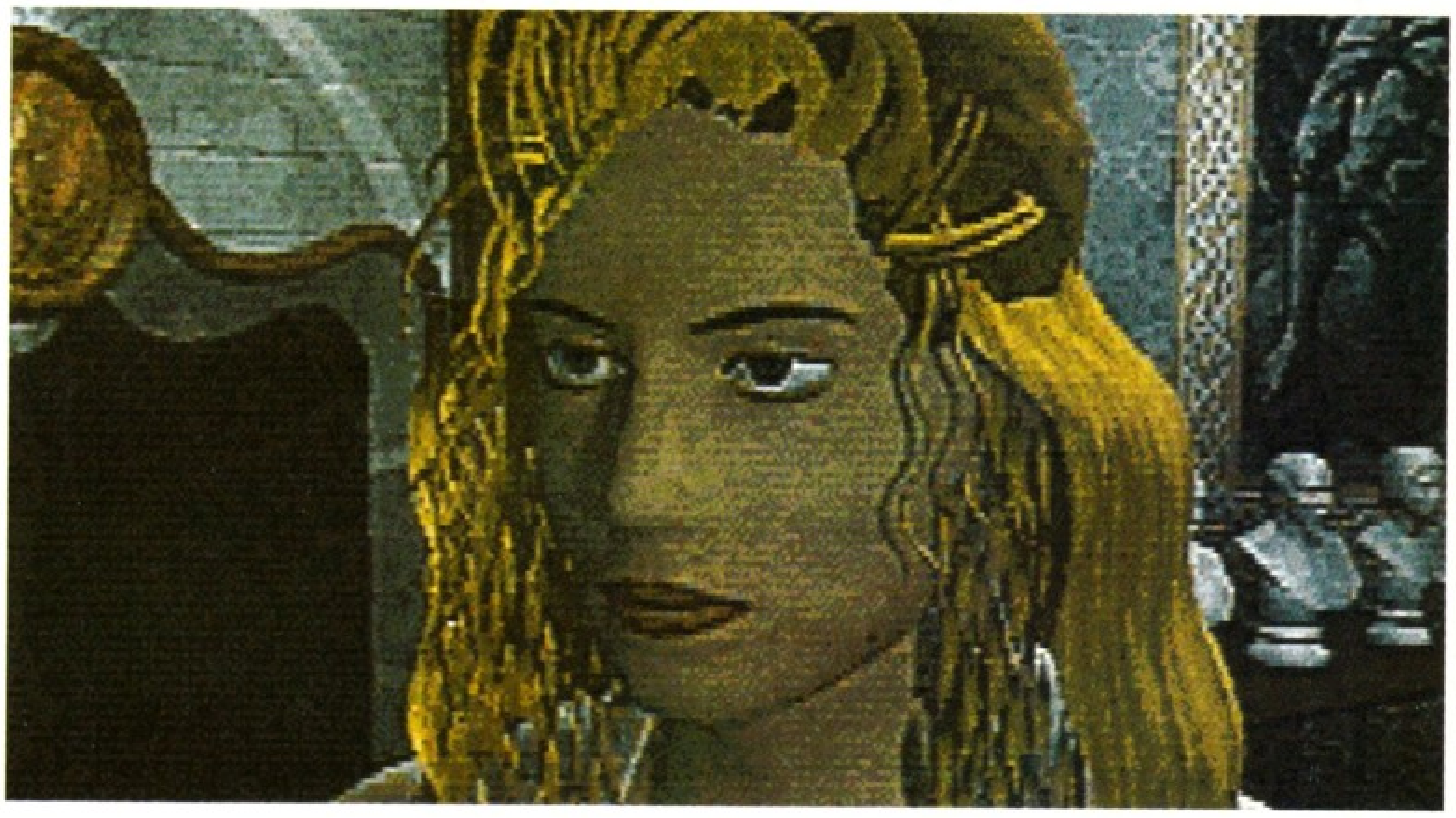
70%





BY	ACCLAIM
PRICE	£TBA
STYLE	ADVENTURE
RELEASE	FEBRUARY

The walk about adventure game has enjoyed a resurge in popularity in recent months, although the fruits of most software developer's labour is still to be seen on the Saturn. But, we have had a taster with Mansion of Hidden Souls. Will Acclaim's darker than dark D be any better?



Although game consoles in general are aimed at the younger end of the population (even though Sega and Sony are trying to get older people to buy them) there's been some alarming titles touted about recently. And this isn't due to their quality or anything like that. Nope, it's more down to their extremely creepy and violent nature. Take Doom. Apart from being a brilliant hack 'em up, it's also one of the most gory games I've ever seen, and that's even taking the Mortal Kombat series into consideration. And now Capcom's Resident Evil (due for a Saturn release some time in '96) is taking it a step further with even more realistic action and loads more blood. Where's it all going to end (a highly moral person would ask)?

Well, we don't care, because these types of games are great fun, even if you can't play them if you're under 18. Which is where D steps in. There's not much blood you see. It's one of those wander-about adventure things, although unlike Myst and even the non-creepy Mystery Mansion, this is a real chiller from the crypt. A doctor has gone mad in a hospital and killed untold amounts of patients. Now he's disappeared, leaving his daughter Laura to sort out the mystery, which naturally leads her back to her father's office.

Unfortunately, when she arrives there, she gets caught up in some kind of psychic whirlwind and is sped off into her father's alter-reality. Which is most gruesome indeed. There's dead bodies all over the place and a spooky silence that you always get when something really awful is about to happen. It's now down to Laura to search the house, find her father and get them the funk out of there. This isn't as easy as it sounds though, because Laura's father doesn't want to leave, preferring to stay in his house of horrors, and only surfacing to tell Laura to *get out* before it's too late. What's a girl to do?

Well, apart from anything else, she can't actually get out of the house until the mystery is solved, because there's no exits as such – just a long succession of creepy rooms, gore and death. And this starts to send her mad after a while. Especially if she stumbles across one of the many scarab beetles in the house, the mere sight of which will send her into a psychedelic trance, revealing the terrible past which she has otherwise blotted out.

So, plenty of gore, but what of the actual gameplay? As you'd imagine, the action mainly revolves around discovering objects, then using them to solve the puzzles presented along the way. The presentation is absolutely superb, although the game window is a tad on the titchy side. It's also quite annoying that you can only move around on a predetermined route when in the rooms, which can be tedious when you're trying to get through the game quickly. But, saying that, the story is really gripping and it manages to be creepy without being corny. There's plenty of puzzles to solve and these range from the ridiculously easy to the downright difficult, although if you're playing with more than one person you may find it much easier. At times, the action does go through a bit of a lull, but this is more than made up for when more exciting parts of the puzzle are revealed.

If you compare D to what will be released on the Saturn in '96 (most evidently Resident Evil) then it begins to look a little tatty, but you'd be hard pushed to find anything better at the moment.

SAM HICKMAN



Ulp! Laura's well and truly locked in to her father's house of horror. There's nothing she can do except solve the puzzles that are presented to her.

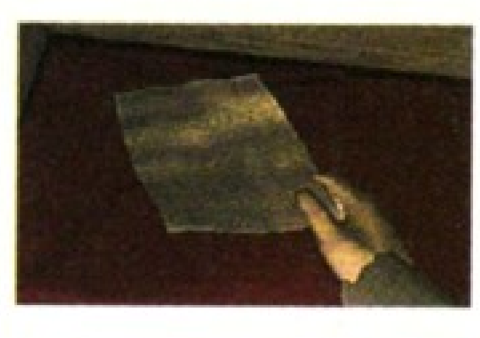




A hand pops out of the mirror and attempts to grab Laura by the throat. Puts a new slant on the old "mirror mirror" enigma, eh?





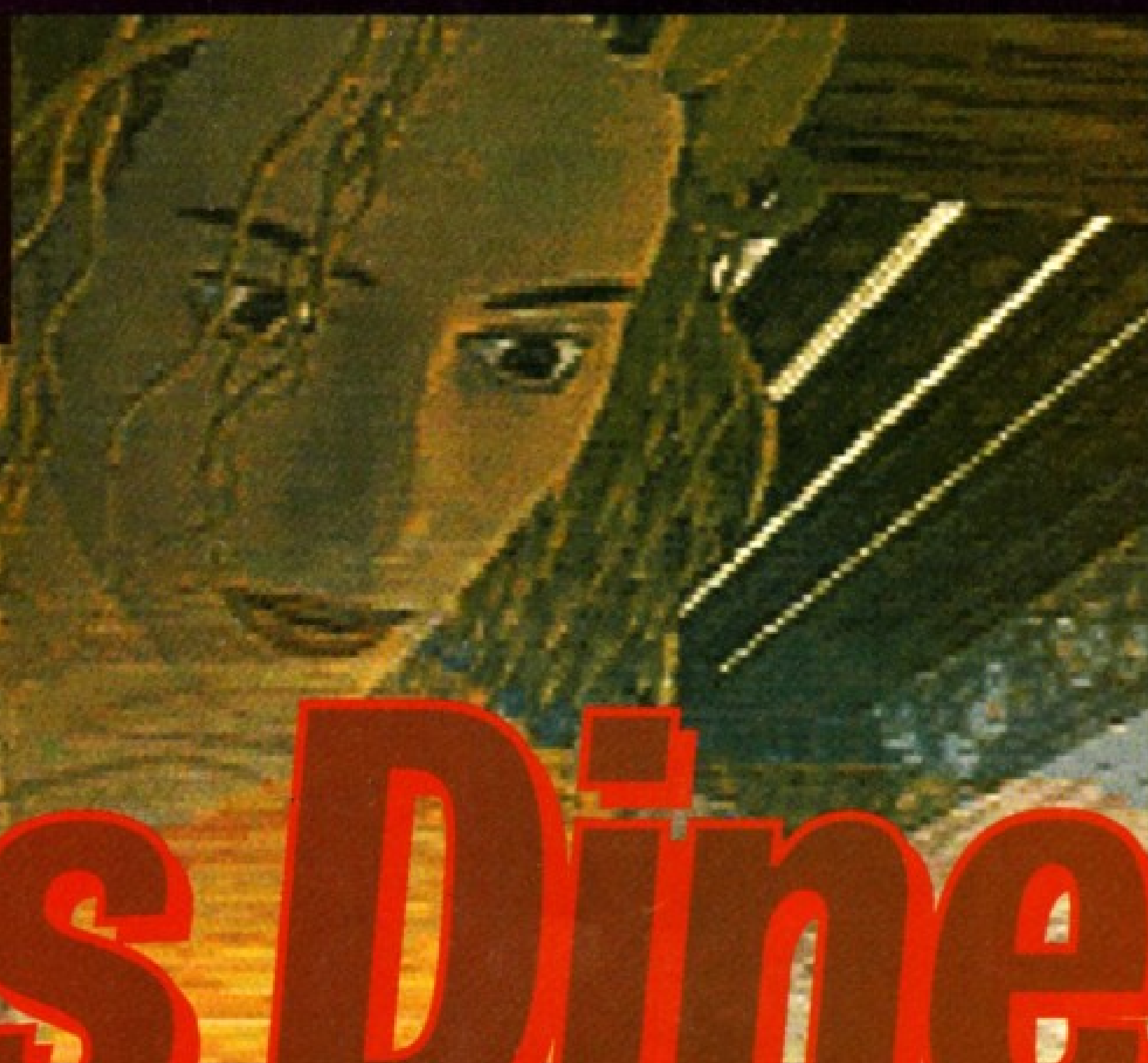




D's Diner









Laura trips out as she recalls her awful past. What is it that her memory has chosen to blot out and more importantly, why does it all involve so much blood? All will be revealed at the end of the game.











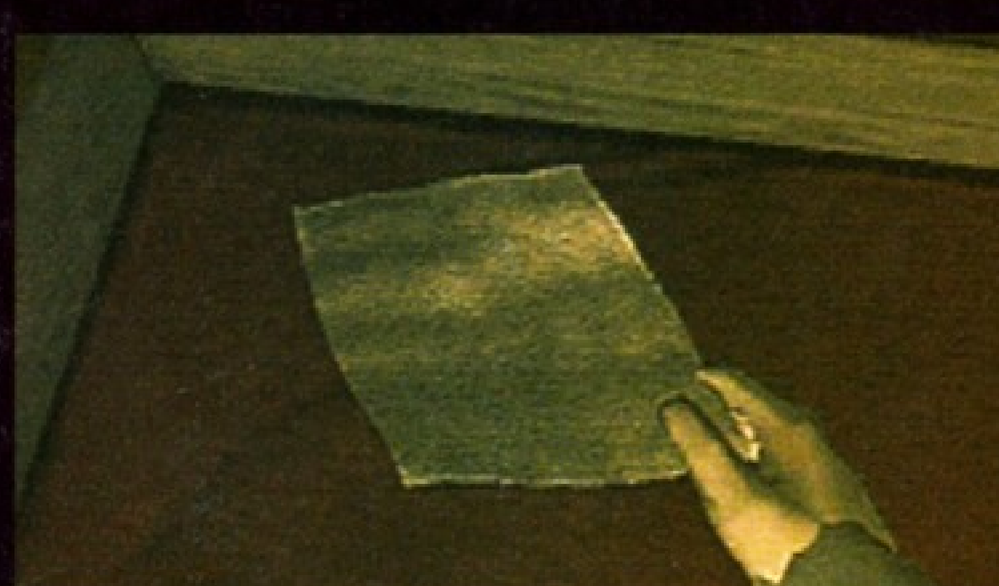




The people mercilessly slaughtered by Laura's father. Nice.

By twisting the tap on this barrel, a new part of the house is revealed, although unfortunately, with it comes plenty more gore, blood and torture.









This piece of paper can be found in one of the bedroom's draws. It reveals an essential clue needed to complete the next part of the game.



Nooo! Not the butter knife! A ghastly person decides to carve up Laura's mother at the dinner table. Who's behind all of these evil goings-on?



If you compare D to what will be released on the Saturn in '96 (most evidently Resident Evil) then it begins to look a little tatty, but you'd be hard pushed to find anything better than this out there at the moment.

graphics	85
sound	87
playability	88
lastability	84

overall **83%**

BY	OCEAN
PRICE	£44.99
STYLE	PINBALL SIM
RELEASE	TBA

Pinball sims have a habit of making for pretty uninspiring conversions. But the arrival of Tilt seemed to suggest that maybe things could be different. Can Ocean do the same and liven things up with True Pinball? Or is the pinball sim an idea that's lost its flippers? Hmmmm!



Ok, so there's not really a great deal you can say about pinball. I mean, it's pinball isn't it. All that business with the flippers and flashing lights and wizards and The Who and all that right? But what this means as far as pinball sims are concerned is that the margin for error is slight. If the inertia of the ball is not perfect then the whole game's down the pan. Fortunately True Pinball makes no such juvenile mistake and neither should it with all that 32-bit technology behind it.

But where pinball games generally struggle is not with the realism of the gameplay, but with trying to disguise the fact that there's not a lot you can do with a pinball sim. True Pinball deals with this problem by offering a choice of four tables. There's the Law n' Justice table with its cops n' robbers theme, incorporating bonuses in the shape of hitting escaped prisoners to bang them up again, a Babewatch table where bonus points are procured with the help of a few turns in the casino, the Viking table where Nordic pillaging abounds in the shape of enabling battles in which you attempt to conquer foreign lands, and the Extreme sports table which seeing your faithful ball bearing attempt to light all of the letters in the word 'extreme' in order to pile on the points. These bonus sequences are initiated by hitting the right object and only last for as long as the ball remains in play. It is at times like this though that you can really get to those high scores. To help you there's also the tilt buttons which enable the player to shift the table left and right and tilt it upwards. This is handy when the ball is stuck or when it seems to be falling directly between the base flippers. But it's important to remember one crucial thing at this point and that's the fairly obvious fact that while there may be many an 'exciting' bonus on offer, the only things your eyes will see moving are the ball and the flippers.





This brings us neatly round to the fundamental problem with True Pinball, and that is the rather ironic fact that it lives up to its title. This is run-of-the-mill by-the-numbers pinball, as straight and honest and true as you could possibly get. Ok, so you can change the angle you view at, but a pinball game on a console can afford to be far more adventurous. Animated sprites? Bonus levels? Bosses? All of these could be incorporated into a pinball sim with the help of a bit of imagination, leaving the realistic pinball to the pinball tables themselves. Ultimately, while True Pinball is a proficient simulation of the genuine article, it's just far too boring to bother spending all that much time on. Best suited for hardcore flipper fanatics and would-be pinball wizards.

ROB



The ability to tilt the table left, right and up means that it's possible to prevent the ball from sinking between the flippers.
But if you do lose the ball don't despair because you might get lucky and be given a second chance.







True Pinball











Choosing the 3D angle makes the game easier to play because you can see more of the table. The difference between 3D and 3D high res though is practically indistinguishable.



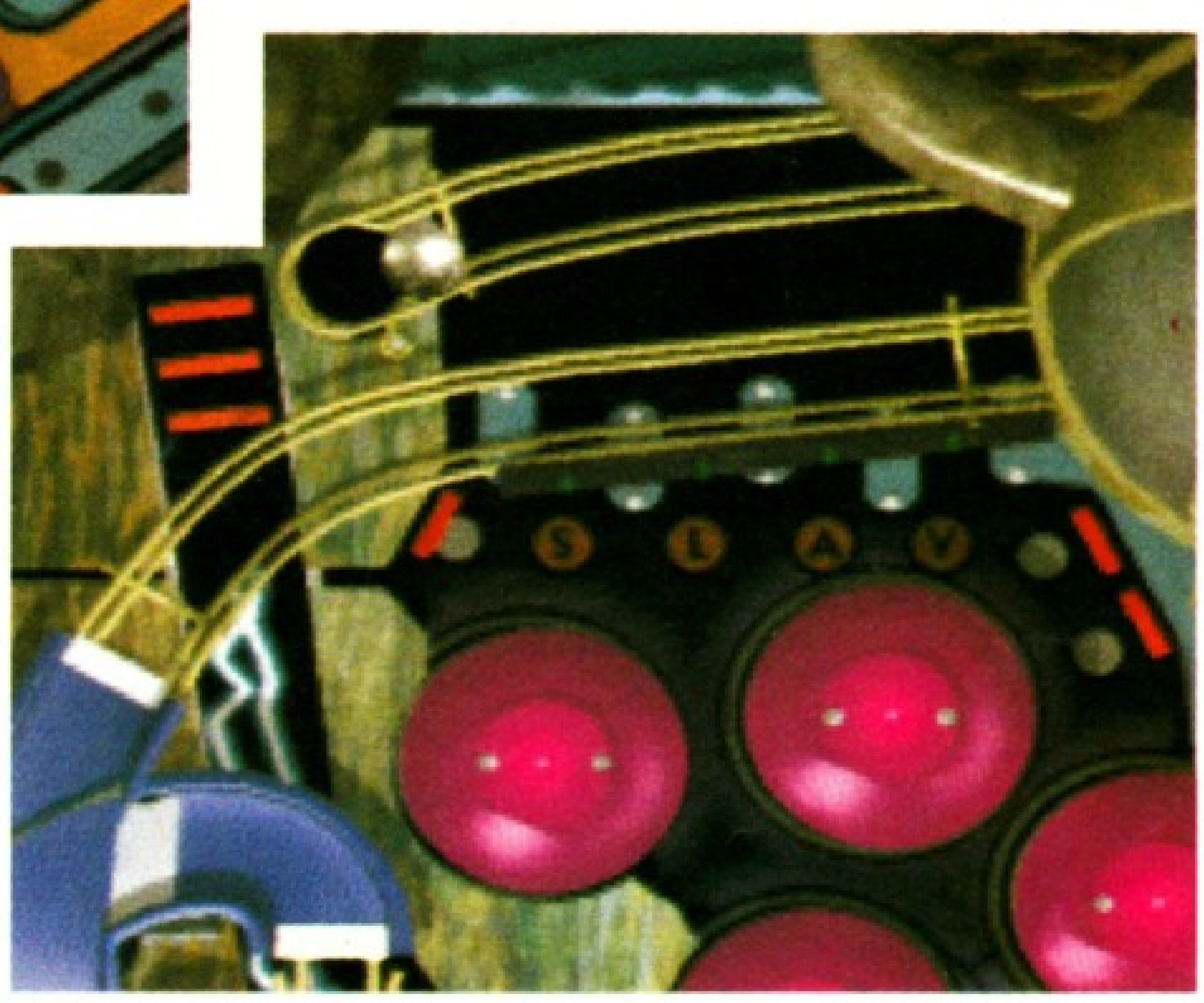


Ever since I was a young chap I've dabbled with the silver ball. From Grimsby down to Grinstead I must have played one or two.



The Viking table features the sounds of a chanting Nordic choir for you to enjoy as you play.





A decent enough pinball sim but while it all behaves realistically that doesn't prevent it from erring on the side of boredom.

graphics	75
sound	68
playability	72
lastability	70

overall

71%

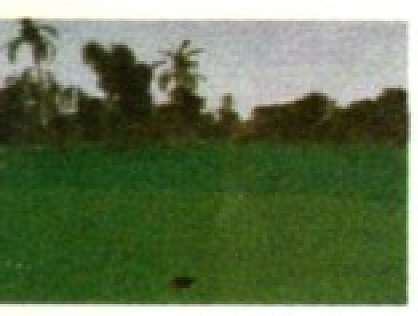
BY	US GOLD
PRICE	£39.99
STYLE	SPORT SIM
RELEASE	DECEMBER

Fed up with living life at a thousand miles an hour? Need a break from all that violence? Then why not pick up your clubs and head down the golf course. U.S. Gold's World Cup Golf is the second of our golf reviews this month. Does it help you to unwind from the stresses of modern gaming or is it bound for the rough?

Here's a useless fact for you: When Communist propaganda films liked to depict an evil band of Western capitalist conspirators plotting away to overthrow the Soviet Union, they almost always had the scene set on a golf course. It would seem that the Russian people up until glasnost thought that high ranking businessmen in Western cultures did little other than lounge about the golf course with their clients. After glasnost however the Russian proletariat realised their naivete and were prepared to concede that much of the average businessman's time is in fact taken up at the 19th hole knocking back taxing lunches and making high pressure decisions about the wine list.





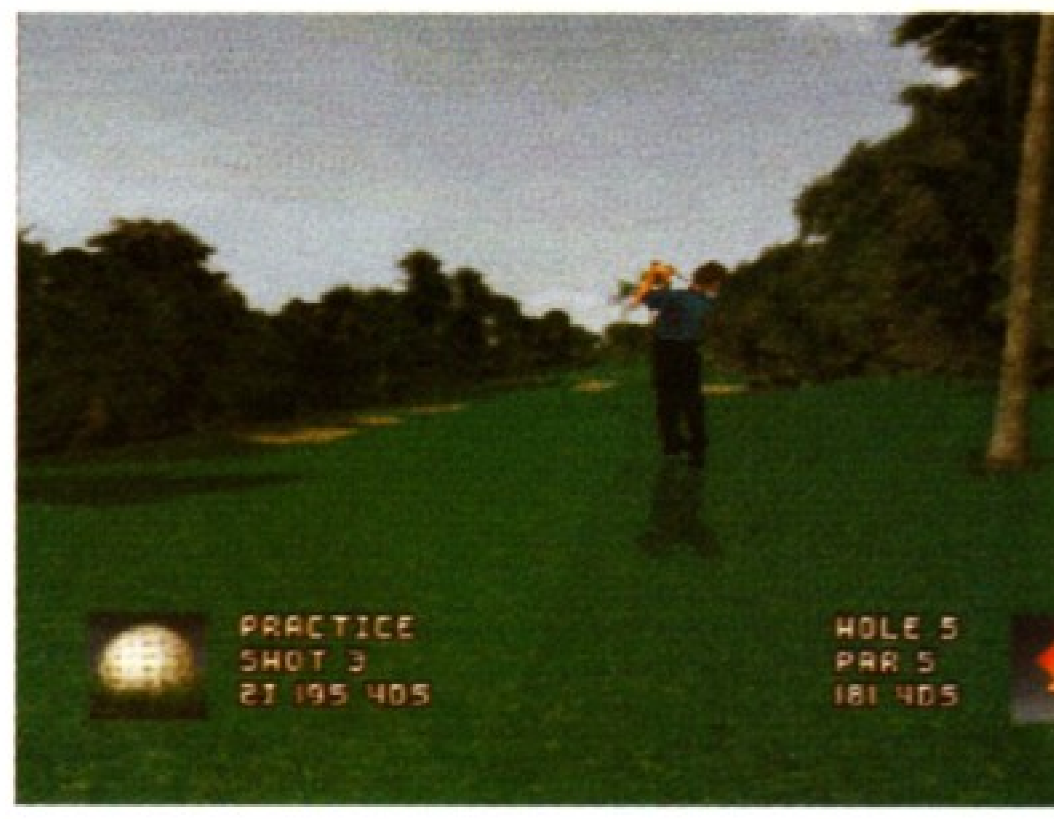


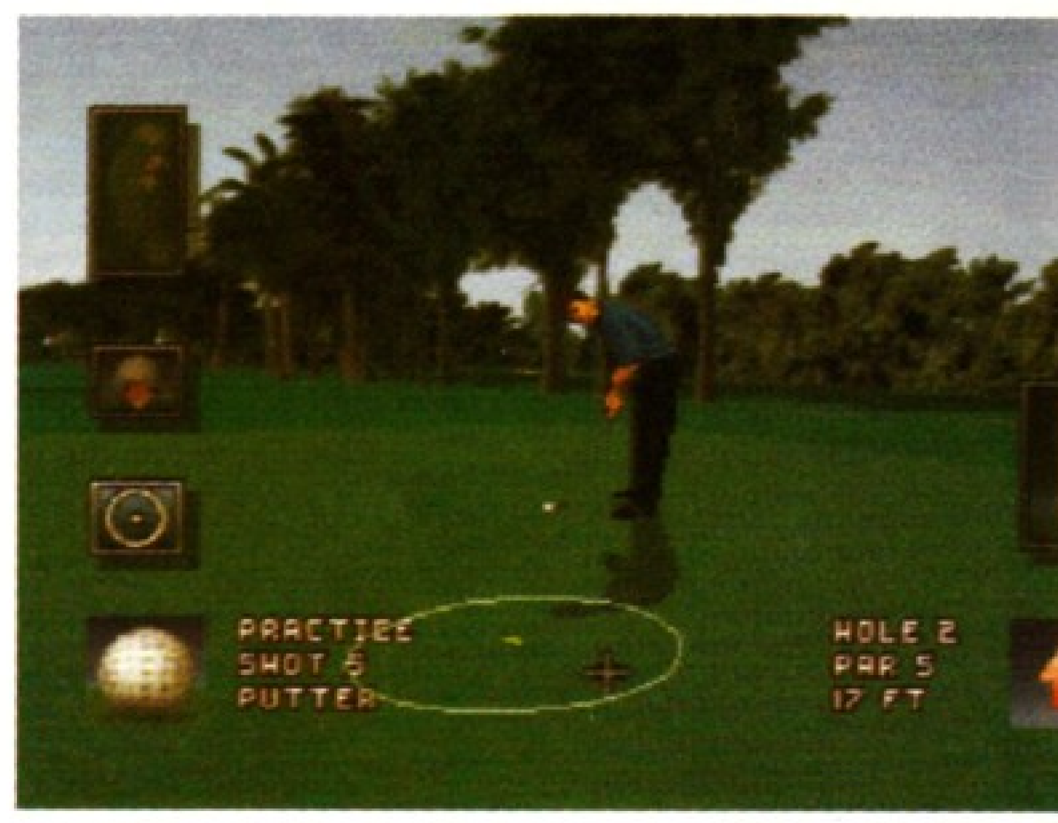
Golf does of course have other uses. It acts as an essential pastime for footballers and aging comedians, relieves the boredom of the retired and provides a good excuse to put out golf sims that utilise the very best of a consoles 'tree rendering chip' and 'twittering bird sound sampler'. But cynicism aside, one problem remains with golf sims, this being their inevitable similarity to one another.

PGA Tour really set the standard on the 16-bit machines and it seems that 32-bit golf is playing it conservative. World Cup Golf maintains the precision control method and all of the usual concerns like which club to use, what direction the wind is blowing in and how much power to put into your swing. It features only one course — the Hyatt Dorado Beach course in Puerto Rico — which, while a very fine course, gets all too mechanical and repetitive. The graphics are very slick and yes, the trees are thoroughly inspiring, as is the animation of the golfer and the sparse but effective commentary. But when it comes to actually wanting to play the game the silky Silicon Graphics renders slide away leaving a game that is confusing and a bit too dull. The over-complicated process involved in making a shot starts to become frustrating and there are definite hints of confusion in the game logic. You might do everything right — hit the button right on the nose, adjust for wind, select the perfect club — yet you'll still find your ball nestling in the rough. Likewise some of the angles chosen to view the game at are pretty thoughtless. One minute you're wondering where your golfer is and the next he's swinging at the ball from behind a tree.

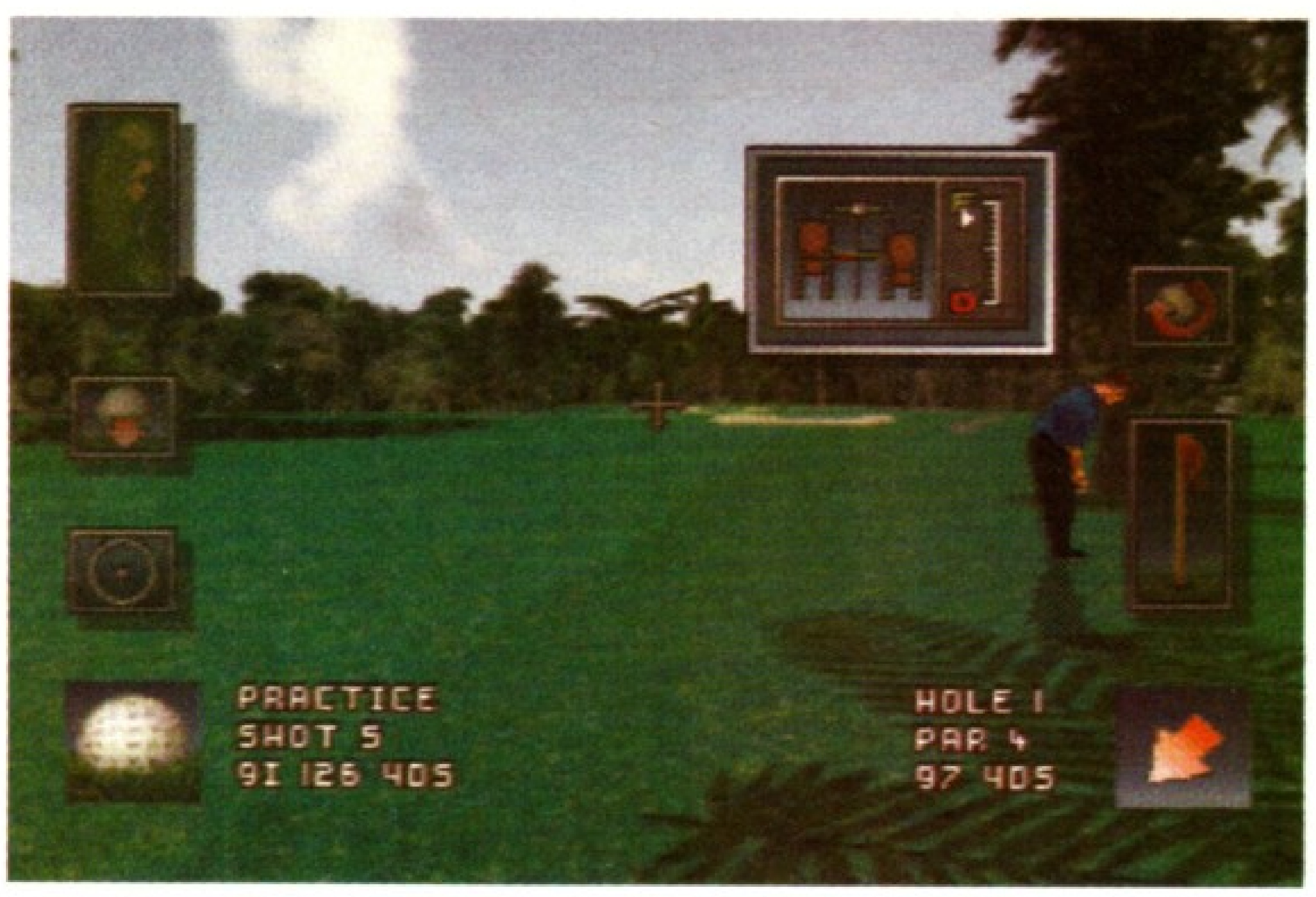
These faults considered it's worth stating that World Cup Golf stands club and caddy above the dismal Pebble Beach Golf, offering the chance for a player to customise their golfer and including a range of options that let you play different kinds of golf and even alter your golfers stance. Even so, Core's outing into the sunny world of golf looks like the more sensible buy.

ROB

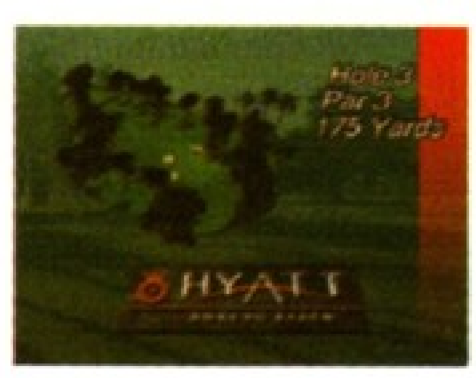




The white circle is used on the green to reveal how flat or uneven it is. It is important you take measures to compensate for any bumps or ripples on the green's surface.





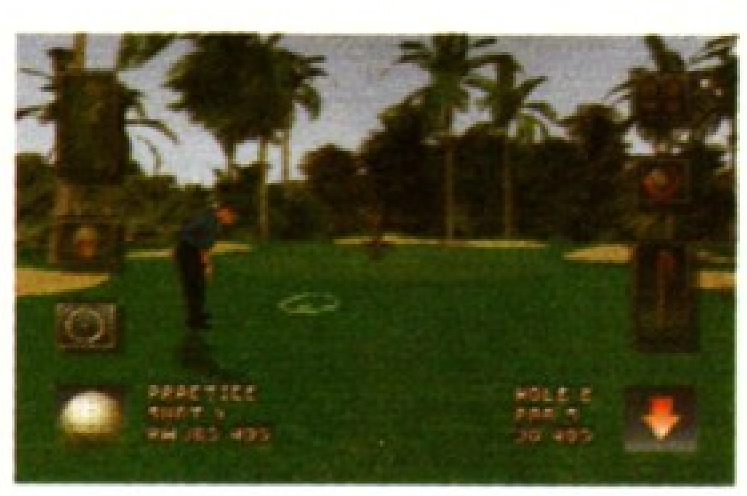


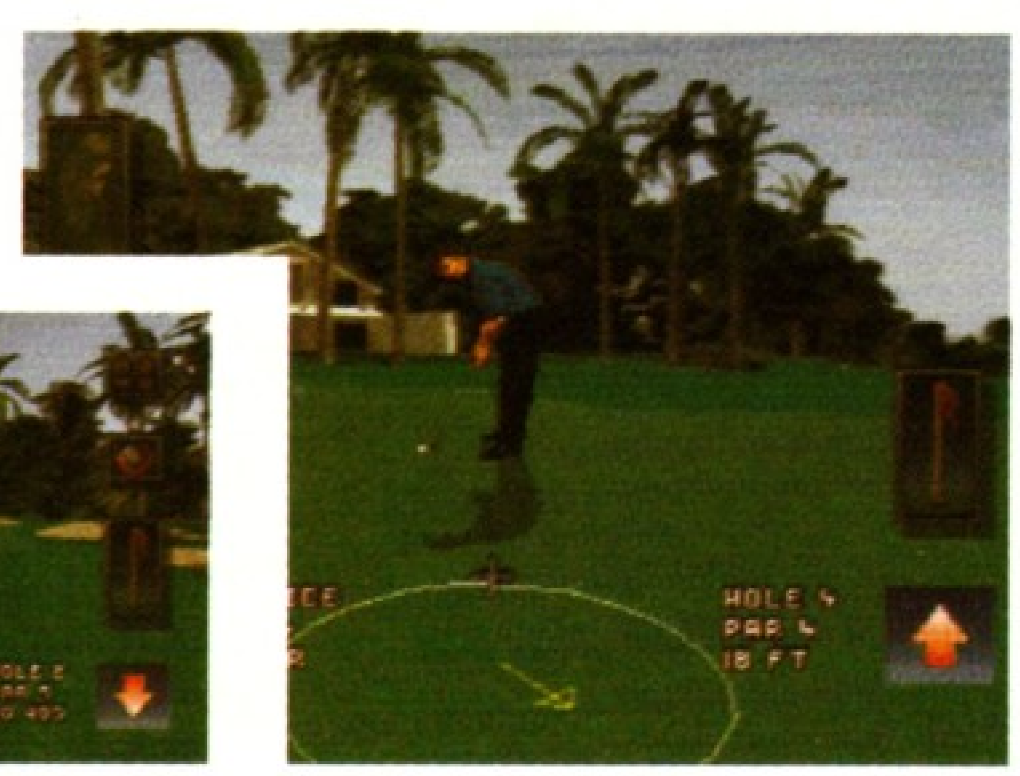
Before you begin any course a voice over explains the principle characteristics of it and offers some advice.



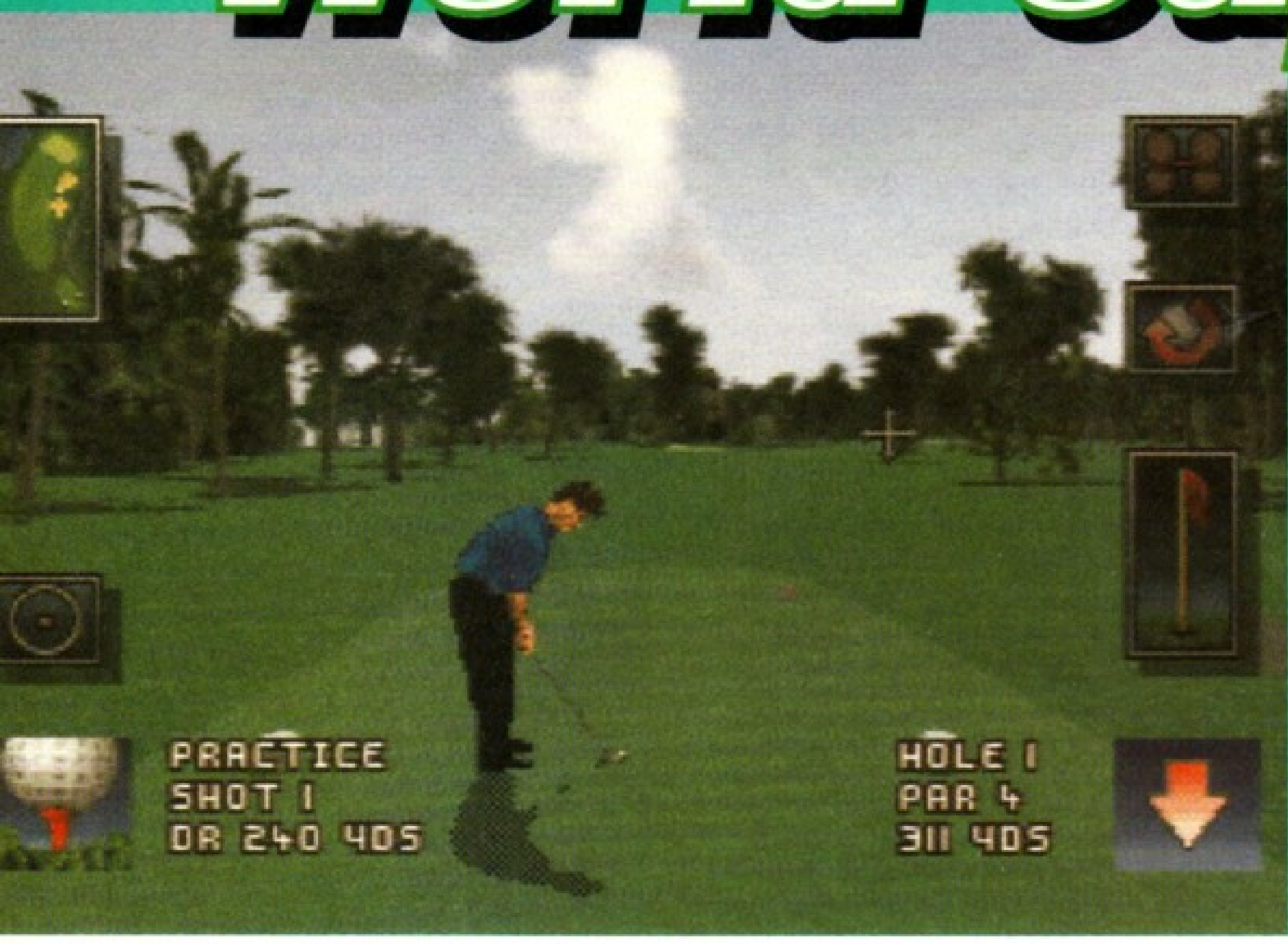


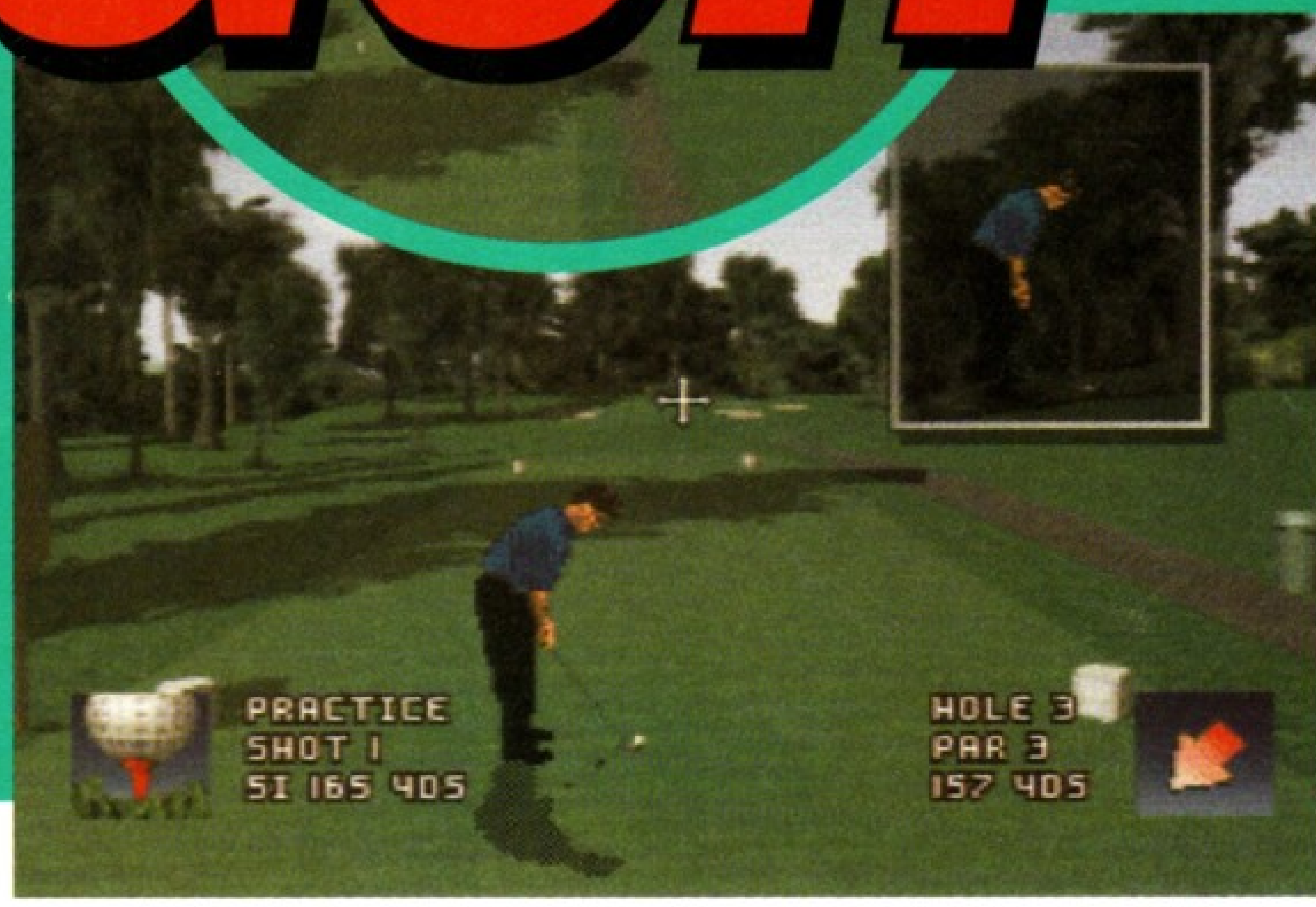


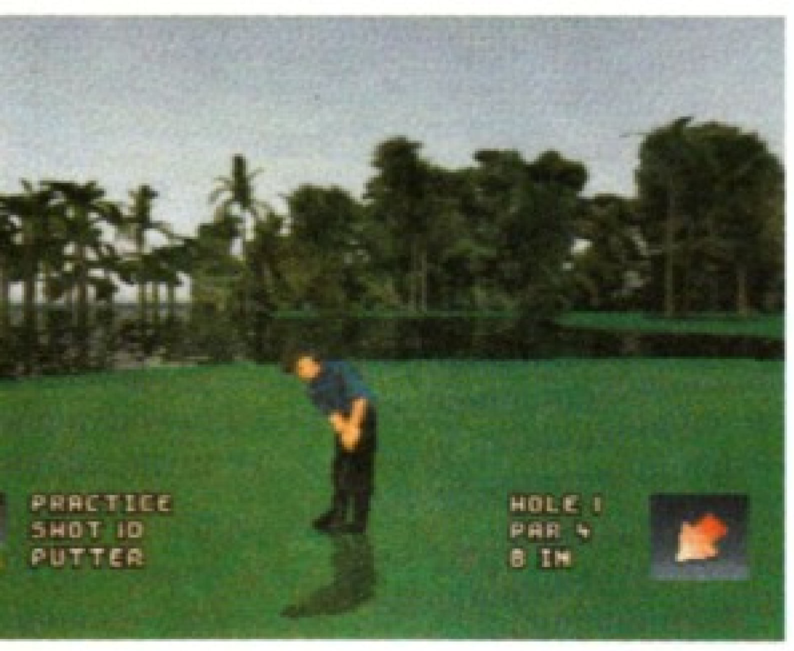


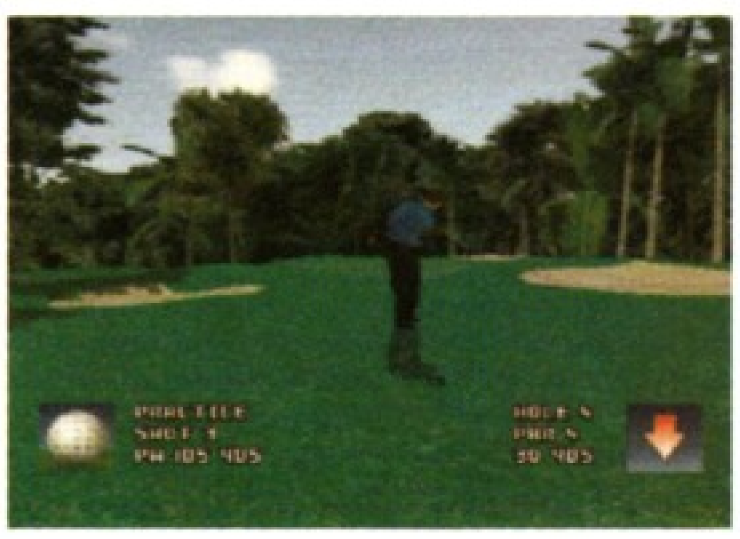


World Cup Golf





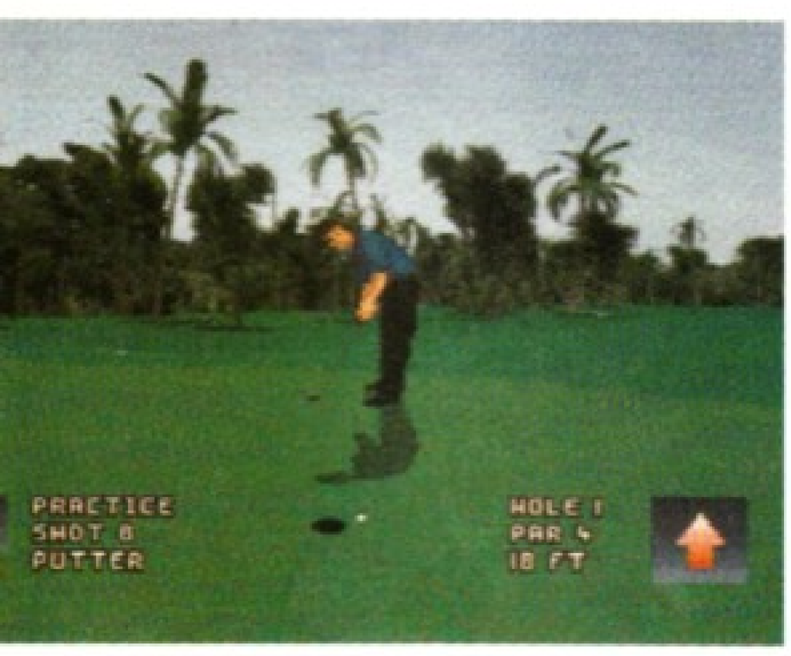




If you end up in a bunker you're going to have to make use of the sand wedge.

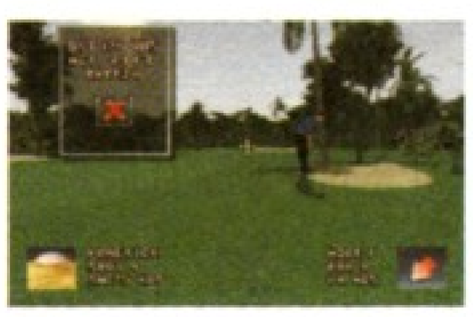








A quick check of where you are enables you to judge the exact power to put in the swing.

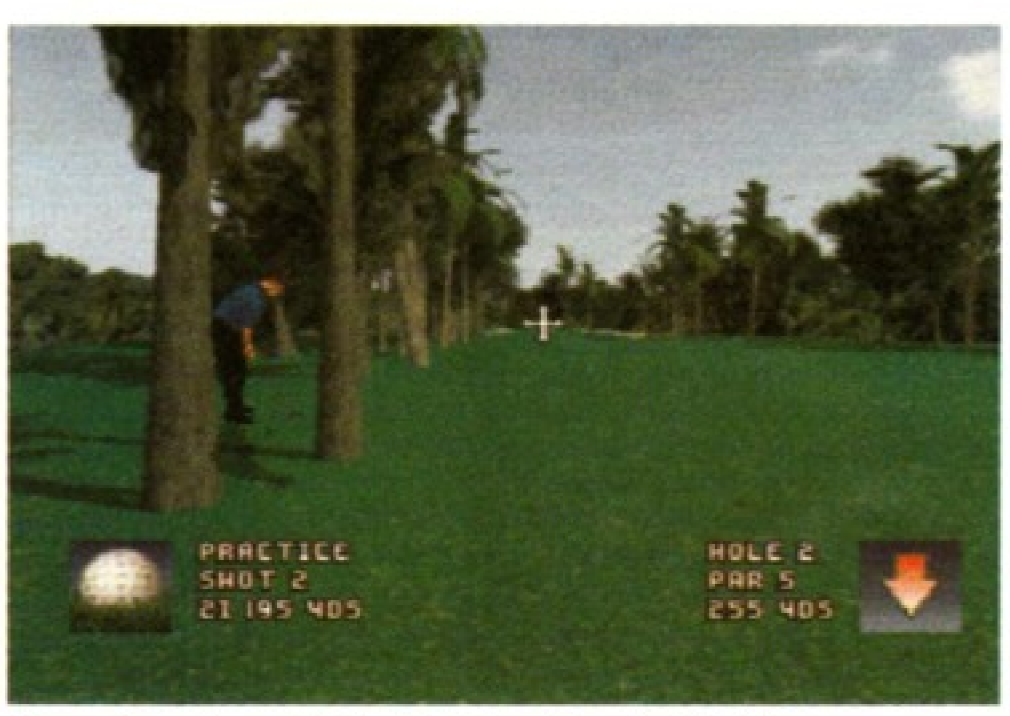








A neat little chip is in order here. You can get backspin on the ball by going to the options menu. If you get it right then the ball should land and die on the spot.



It's going to be a tricky shot here from behind the trees. Fortunately the ball isn't in the rough — as displayed by the box on the bottom left — so a clean swing'll see you alright.

A fairly entertaining round can be had but it's let down by a control method too fiddly and game logic that is at times pretty illogical.

graphics	90
sound	88
playability	69
lastability	68

overall

68%

Virtua Fighter 2 Master Class Part 1

And so it begins: the first in a series of SEGA SATURN MAGAZINE Virtua Fighter 2 masterclasses. This month we're going to start off pretty gently, showing off some of the bizarre quirks seen in the game along with some basic tips and hidden "bits" which you might not be aware of. We also examine version 2.1 of the game in detail, revealing why you should select this immediately! Richard Leadbetter is your guide.



Bought VF2? This is a bit of a stupid question really considering that this game is by far and away the best fighting game available for a home system with stunning graphics and unparalleled gameplay. And the PAL conversion's frankly a marvel - showing that unlike some companies developing for other machines, Sega takes their time with the European translations of their top coin-op hits. That means full-speed and full-screen VF2 action! But away with this small talk - on with the important stuff.
This four-page feature constitutes part one of Masterclass Coverage. SEGA SATURN MAGAZINE has amassed huge amounts of information on VF2, which we'll be passing on in a regular Masterclass each month. The totality of VF2 bugs and cheats found so far resides on these pages (and we'll update them each month), plus we introduce our combination coverage this month, which goes ballistic in the next issue. So that's something to look forward to, isn't it?

VERSION 2.1 EXPLAINED

The opportunity to choose between two versions of VF2 exists on the Saturn version of the game. The original data from VF2 appears along with gameplay additions and bug-fixes that appear in version 2.1. The latter version was an upgrade for the coin-op version of Virtua Fighter 2 that never made it outside of Japanese arcades. The major gameplay differences are detailed here, but it has to be said that the timing on some of the character's attacks has been altered ever-so-slightly in order to discourage cheesy use of some of the mini-bugs seen in version 2.0.

FASTER RECOVERIES

Staggering an opponent is another key for executing combinations. In 2.1, waggling the joypad around whilst holding the G button helps you regain control quicker.

DASH CLOSER IN

Dashing at your opponent was limited in version 2.0, with your fighter stopping too far in front of your foe. In version 2.1 you can dash in very close and immediately follow up with a throw. Useful for the likes of Wolf and Jeffry.

KICK RETRACTION BUG CORRECTED

In version 2.0 Akira and Jacky have kicks that still hit the opponent even if the attack is cancelled with the G button. Not so in version 2.1.

PKs ONLY STAGGER

A cheap knock-down tactic in VF1 and version 2.0 is the simple PK, which can usually be followed up with a pounce. The cheese quotient is now less as PKs only stagger your opponent for a short time.

NO MULTIPLE BACK DASHES

Fast characters could dart in and out quickly in version 2.0, giving the likes of Lion, Pai and Sarah a distinct advantage. This has been lessened as you can't buffer these moves any more.

EXTRA DAMAGE IN SOME SITUATIONS

In version 2.1, characters who deck themselves with some moves (Shun springs to mind) receive more damage should their opponents pounce. Also, minor counter moves inflict more damage.

AXIS MOVES USEFUL NOW

Shun and Lion have the ability to dodge around attacks and counter-strike. In version 2.0 they didn't move around enough to effectively dodge around most attacks, swinging round only 30 degrees. Version 2.1 offers 45 degree "axis movement" which is far more dramatic.

ONCE AGAIN, DURAL IS CONTROLLABLE!

A big feature of arcade Virtua Fighter 2.1 was the inclusion of Dural as a player-controlled character. This has been converted over to the Saturn but with the added bonus of accessing it when playing either version 2.0 or 2.1. The code remains identical to the first Saturn Virtua Fighter, with only a small change required to access the golden version of the J6 Syndicate's secret weapon! It has to be said that the final joypad depression/button press of the code has to be done a lot quicker than in the first Virtua Fighter. Enter either code on the character select screen:



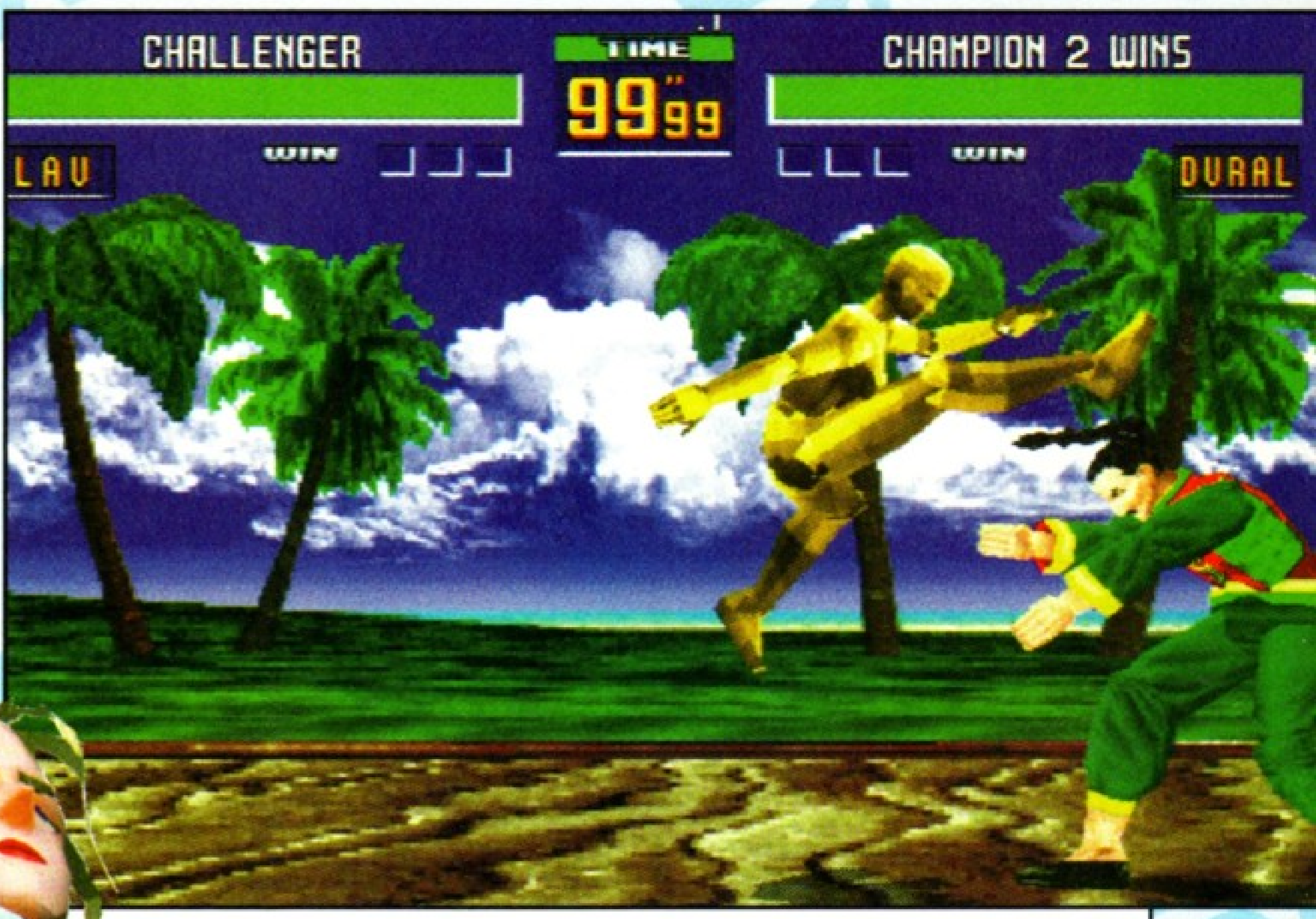


GOLDEN DURAL: Press DOWN, UP, LEFT, A+RIGHT together.





SILVER DURAL: Press DOWN, UP, RIGHT, A+LEFT together.



Dural was a bit crap in the first Virtua Fighter, but in the sequel it is measurably more powerful. It can now kickflip (a powerful move lacking in the first game) and counter-attack (all of Akira's counters can be used). Dural is known for ruthlessly taxing other characters' moves but in VF2 it has its own solitary special move which nobody else has: the forward triple kick, activated with forward, forward, K+G.











THE KEY TO TOTAL VF2 MASTERY: LEARN FLOATING ATTACKS!

Combination attacks are the key to getting the most out of Virtua Fighter 2 and this is something that we shall by examining in more depth on a character by character basis in later editions of SEGA SATURN MAGAZINE. This small section introduces the concept of "floating" an opponent - this means using moves that send your foe flying into the air. Once here, they can't retaliate and you get a free hit or two (or up to 12 with one particularly memorable Lau combo). These combos are all very, very easy to execute (with the exception of Akira's) and should introduce the concept very well. What we will say is that you get more height to your floating (and thus a better chance of hitting) if you interrupt an opponent's move (this is known as countering).

JACKY

Jacky effectively shows off the power of a close-range knee (FORWARD-K). This has excellent lifting prowess and is a staple float initiating move. Ideally, you should follow up the knee with an immediate kickflip, but in this example, you get the less-damaging, but more impressive-looking beat knuckle (P+K) follow-up.



SARAH

Sarah's kneeing prowess is equal to Jacky's in VF2, and you can perform a very similar knee-into-kickflip combo. What is harder to achieve, but more impressive is this elbow-knee-kickflip strike (FORWARD-P-K into BACK/UP-K).



AKIRA

This combo is designed to be a lot more difficult to pull off than the other three simple examples and shows off this character's awesome power in combination strikes. Begin with the trip throw (BACK-DOWN-P+G), press FORWARD twice to dash behind the opponent and press FORWARD-FORWARD-K to produce the floating kick. It's tempting to press K again for another free hit. However, DOWN-FORWARD, DOWN-FORWARD-P produces the really damaging move - the power uppercut. This is only the beginning of Akira's awesome power-combos. More will be revealed when we cover the character in more depth.



LION

Lion's knee looks different to Jacky's but is activated in the same way and can be followed with either the two low-sweeps (hold DOWN then K-K) or better still follow with the uppercut-into-downward swipe (DOWN/FORWARD-P-P).



SOME HIDDEN CHEATS AND TIPS

Despite the fact that the game has only just been released, already there are several tips, cheats and interesting bugs to exploit - all of them collected here for easy reference. We will be adding to this list as more codes are revealed by AM2:

SELECT TAUNTS

The game usually chooses your victory taunt for you, depending on certain circumstances (typically there are specific quick-victory taunts and perfect taunts). During the replay pick your own taunt by holding down either G, P, or K.







PLAY WITH ALTERNATE COSTUMES

Again, everyone should really know this. To get your character in their "away strip" hold down UP when you select you character. Ideal for characters like Sarah and Jacky, whose alternative clothing looks a lot better than the default.

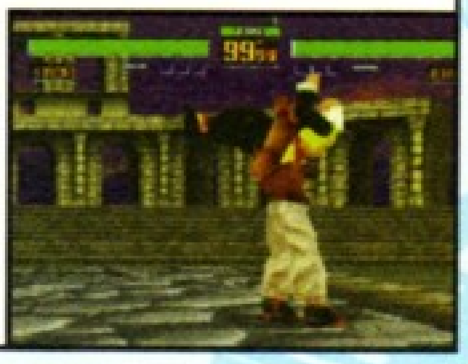




THE JEFFRY TELEPORT BUG

This happens to be one of the most amusing bugs so far discovered in the game. It has little actually use in a proper game. However, in a Jeffry versus Shun match, should the latter character use his sitting down move (DOWN twice), the former will be able to use his power bomb move (DOWN/FORWARD and all three buttons) anywhere in the ring and it will work!





COPY VICTORY TAUNT BUG

This has some amusement factor, but is notoriously hard to pull off. In a two-player game hit your opponent once and move him to the edge of the ring. Wait for the time out and make your opponent stumble out of the ring. The losing fighter should now copy the victory taunt of the winner.

It's very difficult to do and we recommend that you should choose either Akira, Pai, Jacky or Lau as the player who falls out of the ring. Position the "winning" fighter further back and run at the loser just as the time expires. They should hit and force the opponent out as the time expires, thus initiating the copy taunt.

CHANGE CONTROL SETTINGS

If you want to change your joypad settings during a game press and hold one of the shoulder buttons on the joypad during the character select sequence. Now use left or right to go through the different settings.



WATCH MODE OPTIONS

You can select which characters fight by pressing START as the computer moves over each fighter. It's a bit difficult to accurately judge, but characters like Akira and Pai are easier to get. During the watch mode game, press X for sweeping camera views. This makes for far more dynamic viewing.





PLAY VF1 REMIXED TUNES

Two rather er, interesting, remixes of tunes from Virtua Fighter 1 can be accessed in preference to the usual level music. To get Sarah's music, player one must press and hold the right shoulder button on their joypad just before the match begins. If the other player does the same, Jacky's music is chosen.

ENTER... THE VIRTUA BIRD

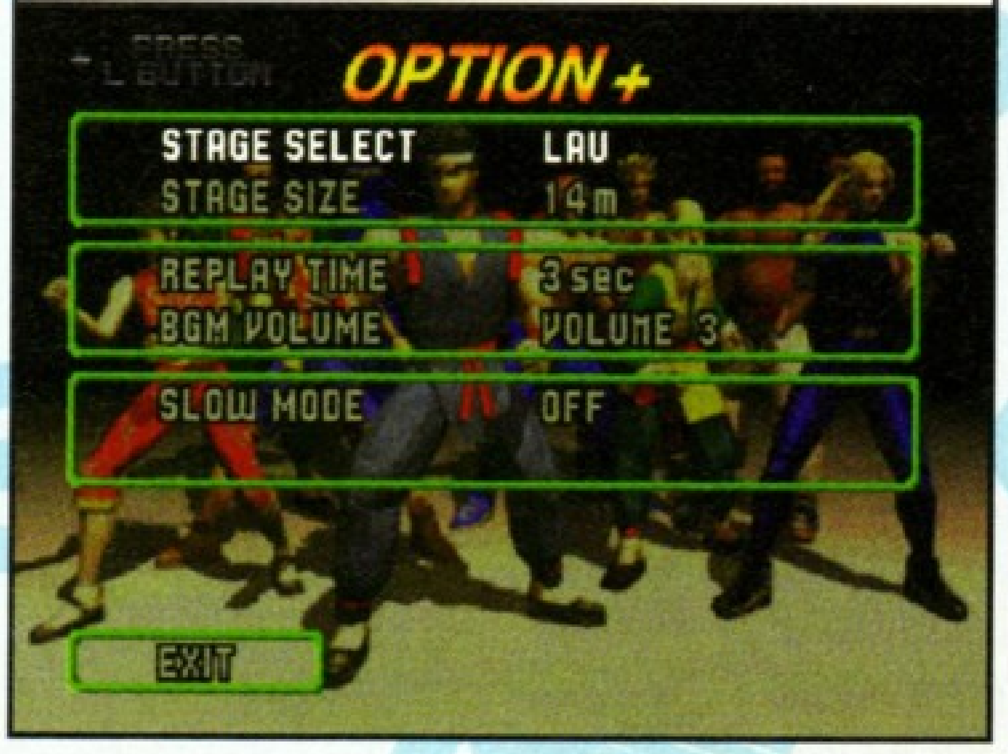
There seems to be some confusion about this one because sometimes it works fine and other times it doesn't. However, in theory, if both players press down all six buttons Jacky's stage, the Virtua Bird appears and hovers over the losing player. Some people can't get it to work, but we did (hence the picture).

The bird also makes an appearance if you select Jacky as your fighter. Walk out of the ring intentionally and press UP before the game over screen crops up.



THE HIDDEN OPTIONS SCREEN

This super-useful options screen gives you a level select and the opportunity to change the size of the ring. It's also very easy to get. Simply complete Expert Mode with default options and press the right shoulder button on the second options screen to bring up the new selectables. If completing Expert Mode sounds daunting, don't worry. This mode only uses the learning mode data, so either wipe your VF2 data from the internal memory or attempt Expert Mode the first time you play the game. For a super-easy time, choose a fast character and use P+G throws to defeat every opponent.

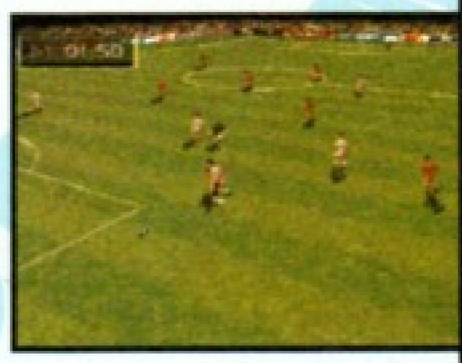


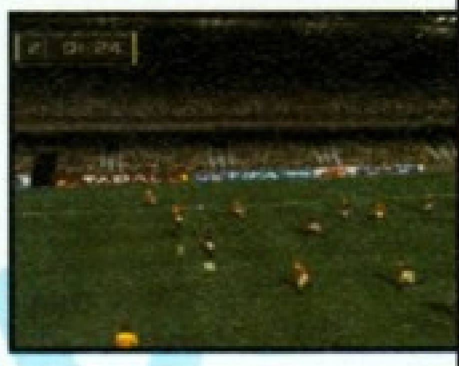
Tips

FIFA SOCCER '96

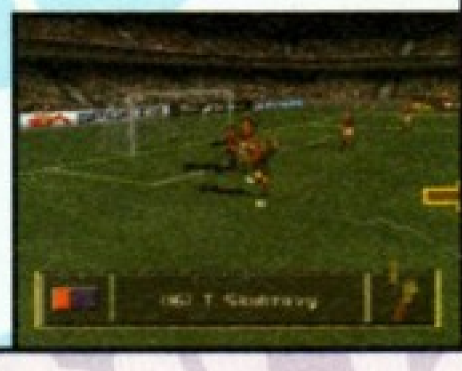
When playing FIFA there are some secret modes which can be accessed. Pause the game to bring up the options menu and then type in any of the following codes on the joypad. Once codes have been entered, the cheats menu can be selected by pressing A.

Super Power - B, A, B, B, B, B, B, B, B, B
Super Defence - B, B, B, B, B, C, B
Super Attack - A, A, A, A, A, B, C
Super Goalie - A, A, A, A, A, B, B, B, B, B
Curve Ball - B, A, C, B, C, C
Crazy Ball - C, A, B, C, C, B, A, C
Stupid Team - A, B, C, A, B, C
Penalty Shoot-Out - A, B, A, C, A, B
Invisible Walls - C, C, C, B, A, A, A, B









Also, when the game is paused, it is possible to alter the time of day at which the match is played. Hold the R button and press Up or Down to change the length of the shadows. You can also use Left and Right while holding R to rotate the shadows around the players, changing the position of the sun.



FIRESTORM: THUNDERHAWK 2

Darren Finch from Dartford, Kent has sent in a complete list of passcodes for the excellent Thunderhawk 2, allowing you to attempt any of the missions. By the way, "O" is the letter and "Ø" is the number.

SOUTH AMERICA (ARMS RUNNING)
1 - J411KFC5QBDUTIQ
2 - J9N1HNC7UBDVRUA
3 - J93HU3C61BDVØOQ



SOUTH AMERICA (STEALTH DOWN)
1 - JRKHUFC8QBDVVVA
2 - JR49UFCRNFDFTEI
3 - JTHPUNCQFFDFQSQ

PANAMA CANAL (CANAL CRISIS)
1 - JVFPVJCTRFDF192
2 - JU89TQKVLJCFSD2
3 - J1JDQUC1SJCFRH2



CENTRAL AMERICA (RECAPTURE TOWN)
1 - J188RQCIJCF1DA
2 - JJD8RNCLDNAFSEI
3 - JJJDRNCK8NAFRBA

EASTERN EUROPE (ESCORT CONVOY)
1 - JIP8RNCMMNAFØ1A
2 - JIKKRPCDBREFS8A
3 - JMV4RPCA8REFRMI



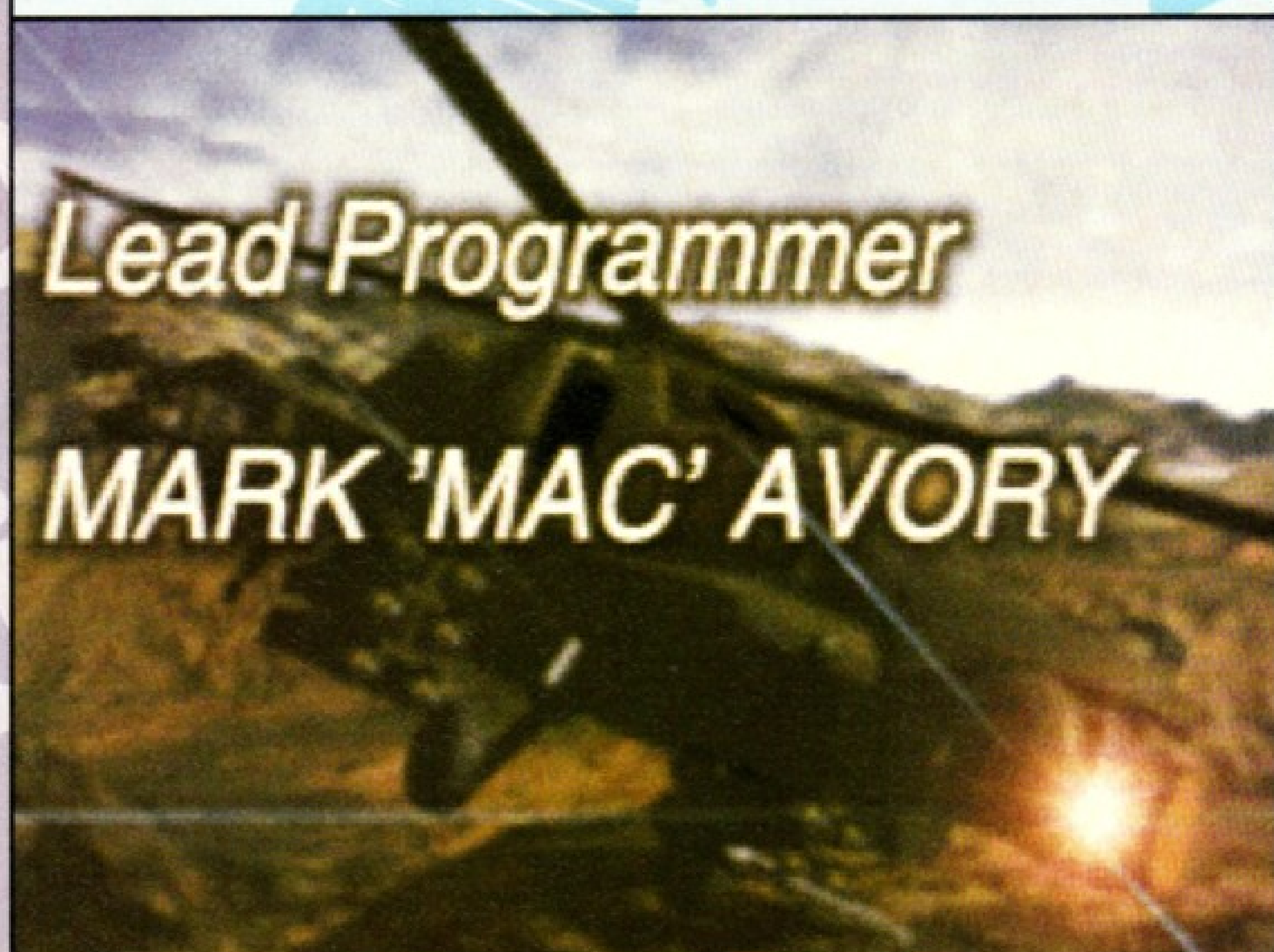
MIDDLE EAST (RECAPTURE TERRITORY)
1 - JA24RMSFIREFØEA
2 - JDL4RNSELUMFTMA
3 - JFH4RNSHSVMFRK2

MIDDLE EAST (OIL DISPUTE)
1 - JFNKRNT36VMF162
2 - JGDKRND3636FSFQ
3 - JG34RND5436FQCQ
4 - I3VKRND6E36FØKA



SOUTH CHINA SEAS (PIRACY)
1 - I344RND9A36FUFI
2 - I4O4RND9C66FTL2
3 - IV1KRNDRH66FQ8A

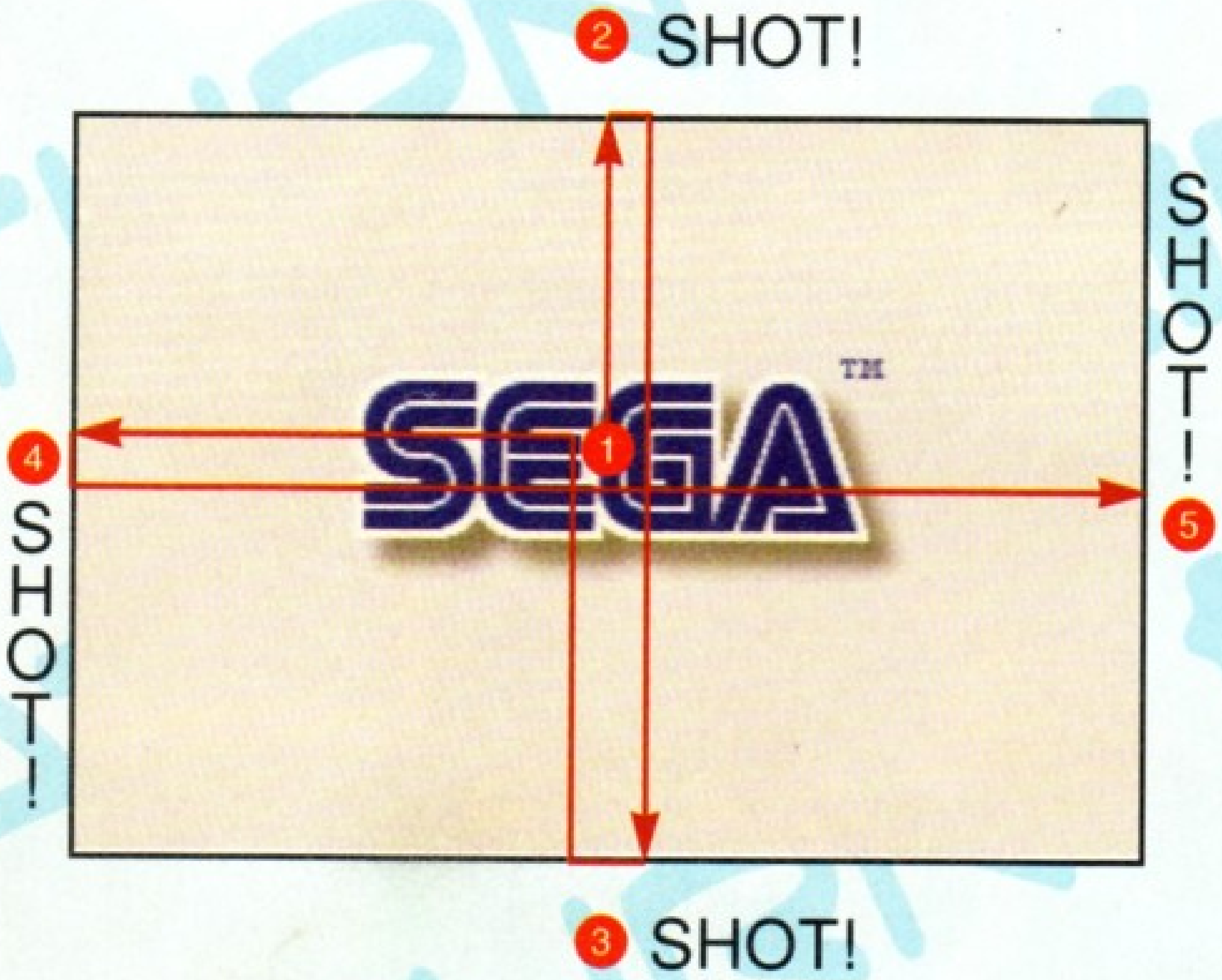
THE END SEQUENCE
IUN43NDTJ66FØ8A

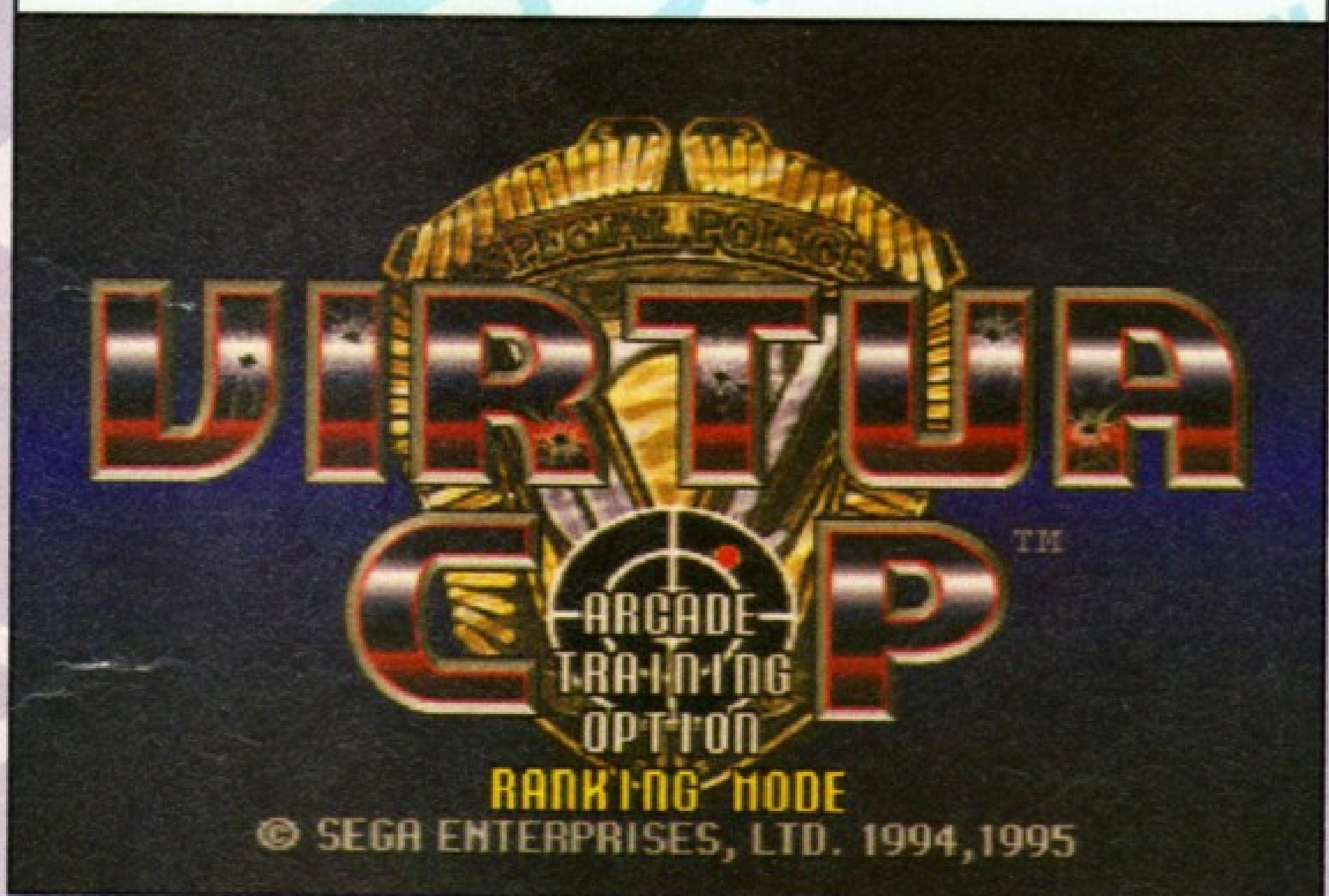


VIRTUA COP

One of the first "cheats" to emerge on the game is this short cut to Ranking Mode. Rather than complete the game, you can now go to the SEGA screen at the start of the game and press Up, Down, Left, Right while holding the C button. Go to the title screen and the Ranking Mode option will be at the bottom, as well as the extra options becoming available like freeplay, extra difficulty settings, mirror mode, book keeping menu and other such wonders.

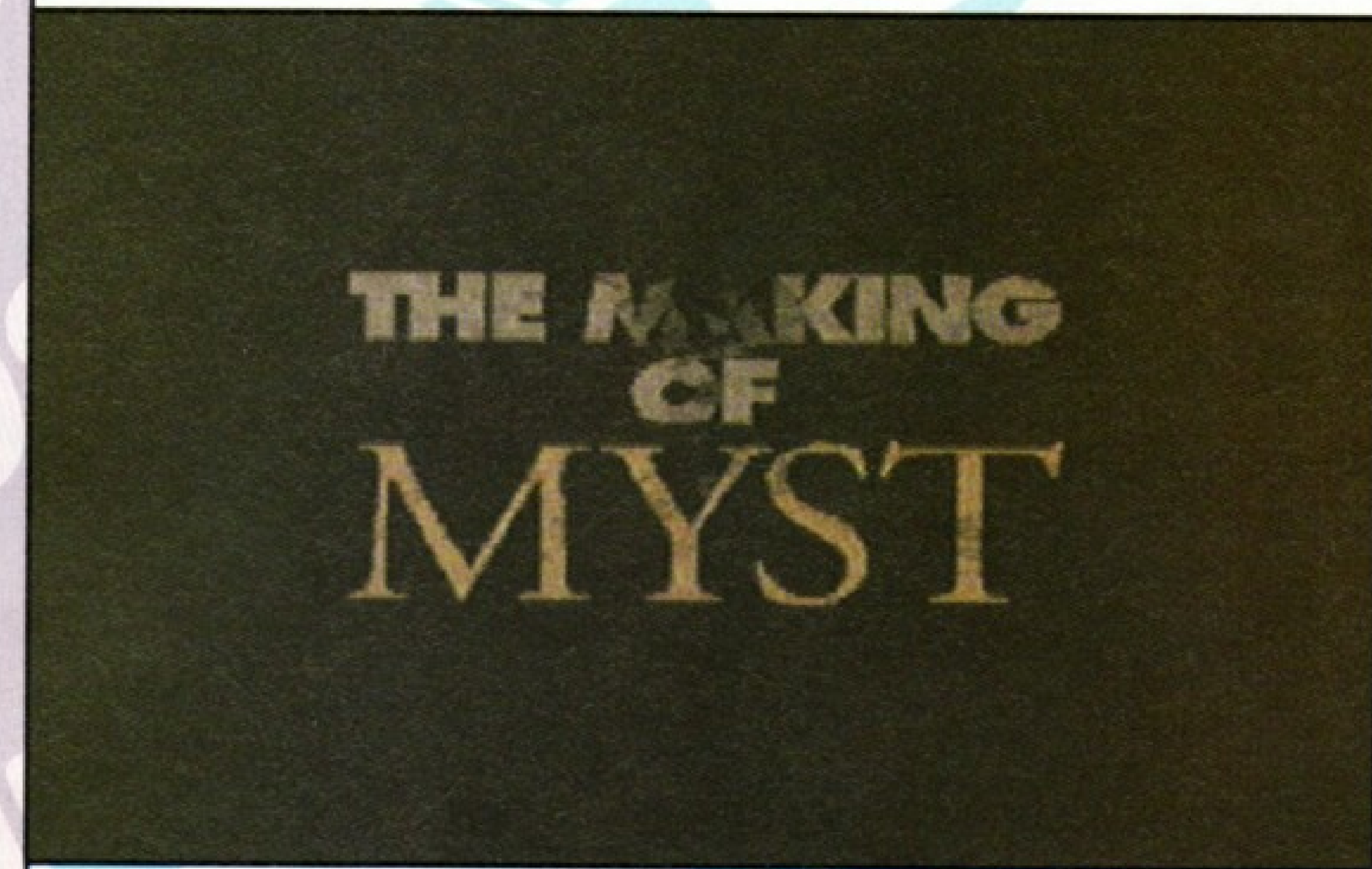
If you want to enter this cheat with the Virtua Gun, however, you have to follow this little pattern. Just shoot at the points on the screen in numerical order to access the same goodies as before. We've been assured that it does work but our dodgy aim means that we haven't actually got it going yet.



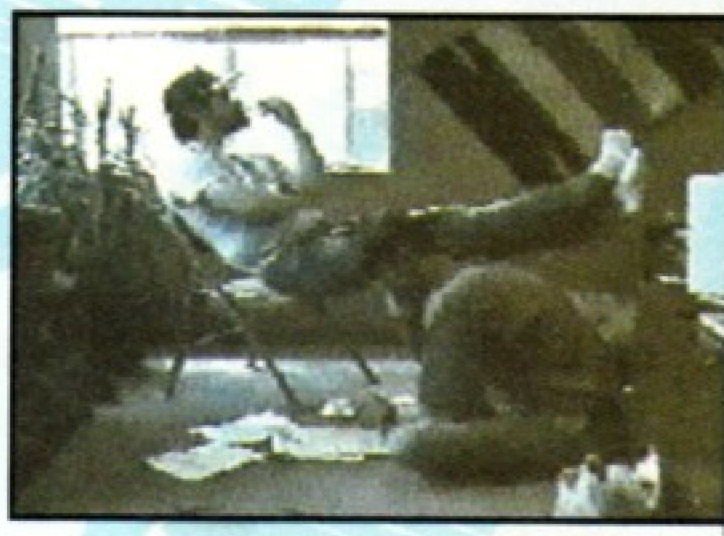


MYST

If you've every wanted to know how games are put together, use this cheat to get a very long and detailed film about "The Making of Myst". Load the game up and wait for the "Cyan" screen to appear. Now press and hold L, R, A and Start. Keep them held and the sequence will start up. It's jolly interesting too, you know.

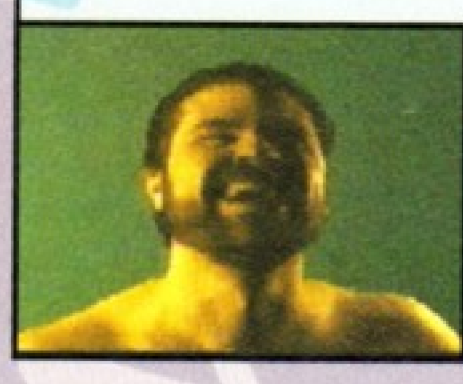












TOHSINDEN

One of the best things about this game is the secret "Big Heads" mode. It's surprisingly simple to access as you just need to hold down both the L and R buttons on the game select screen when choosing your mode. When the game starts, all of the characters will have totally out-of-proportion heads, making them look really cute. Ah.







GAME *of the month*

Virtua Fighter 2



BY	SEGA
PRICE	£TBA
RATING	★★★★★

Surely everyone and anyone with even a remote interest in the Saturn bought a copy of this on the day it came out. And as a game in itself it hardly needs an introduction – VF2 is without a doubt the most eagerly awaited game since the Saturn was first released. Luckily, it's every bit as good as anyone could have hoped, and even if you already own the original Virtua Fighter, it's still an absolutely essential purchase. Still, just in case you need it spelling out, you get two new fighters for your money and if you're comparing it to the original Fighters game, you'll have a whole new game too. Obviously, there are some compromises between this and and the arcade version (for instance the backgrounds aren't quite as detailed and some of the background 3D has been fiddled around with) but for all intents and purposes, this is the arcade game.

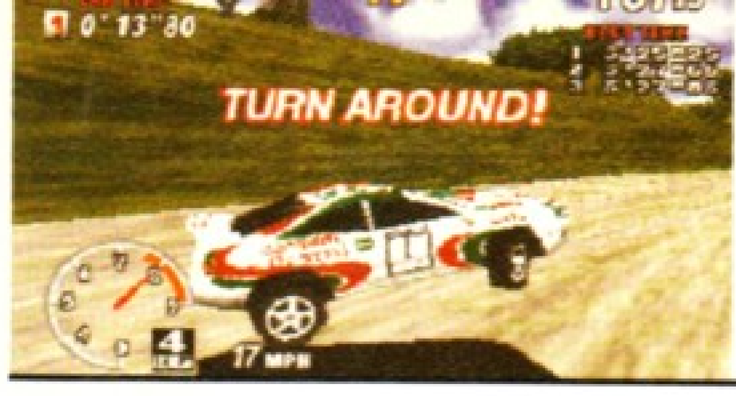
Of course, the great thing about the Virtua Fighter titles is the more you play them, the better they get. It's a really easy title to get into because with just a few simple button presses, you're still able to pull off the most simple moves, and considering some of the characters have 70+ moves, you'll still be learning something from it in months to come.

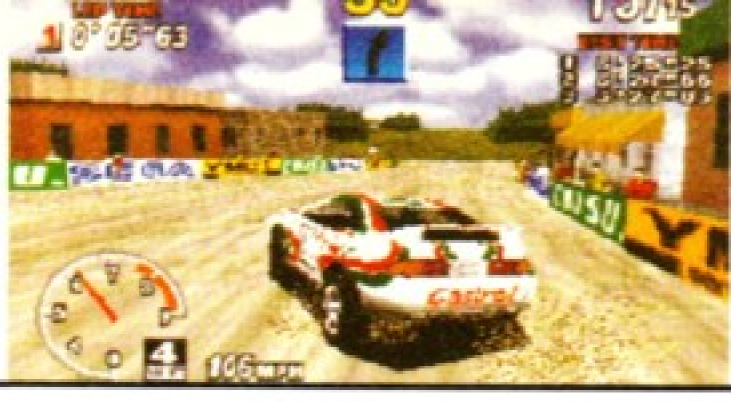
As a technical showcase of what the Saturn is capable of handling, this is also a success, and hats must surely be tipped to AM2 who have even bunged extra modes on to the game that you won't find in the arcade. Apparently, VF2 still only uses 66% of the Saturn's power, so it makes you wonder what else Yu Suzuki and friends have hidden away up their sleeves. Anyway, like we said, you really can't afford to be without this game if you want to make the most of your Saturn. Buy it now.











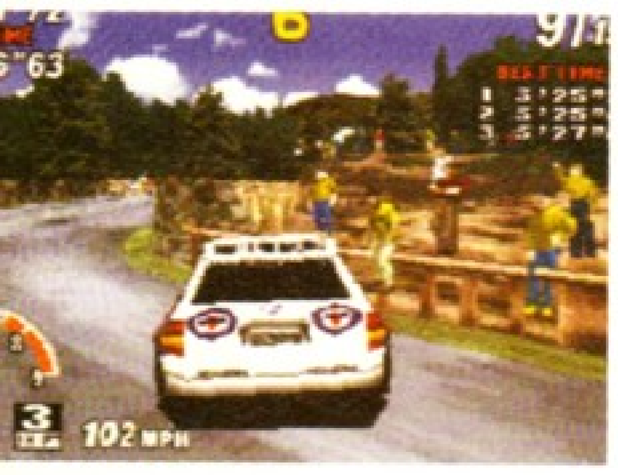
BY	SEGA
PRICE	£49.99
RATING	★★★★★

SEGA RALLY



We've waited for Sega's big three games for near on six months now, and what happens? They decide to release two of them in the same month. Luckily, it's not a case of one or the other for the simple reason that both VF2 and Sega Rally are of top notch quality. Unlike VF2, this was developed by Sega's AM3 research team, and in a similar vein to VF2, it replicates the original coin-op as closely as you could possibly imagine. As in the original game, there's three tracks to choose from, plus the extra lakeside track which can be accessed when you've finished the other three in first place. And, as in Virtua Fighter 2, there's loads of extra game modes including the now-infamous time attack mode. Probably the most anticipated feature of this title was the two player mode, and this arrives in the form of a split screen game. Some may find this disappointing, especially as quite a lot of detail is missing from the tracks and the clipping is quite visible, but it's still brilliant fun to play. It's just a bit of a shame that Sega didn't decide to make it a link up game, but then at least you can play this in two player mode with just one copy of the game and one Saturn.

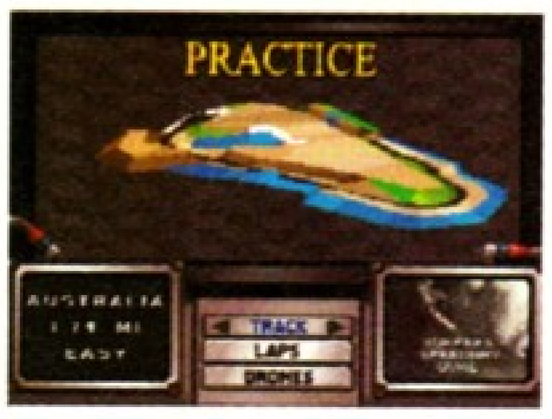




Again, this is a huge technical achievement for Sega and AM3, and it's hard to believe that anyone would possibly pass this over for another Saturn title (unless it was Virtua Fighter 2 of course). Another one that has tons of lastability, and should take pride of place in anyone's game collection.

BY	TIME WARNER INT.
PRICE	£44.99
RATING	★★★

TIME WARNER'S Virtua Racing







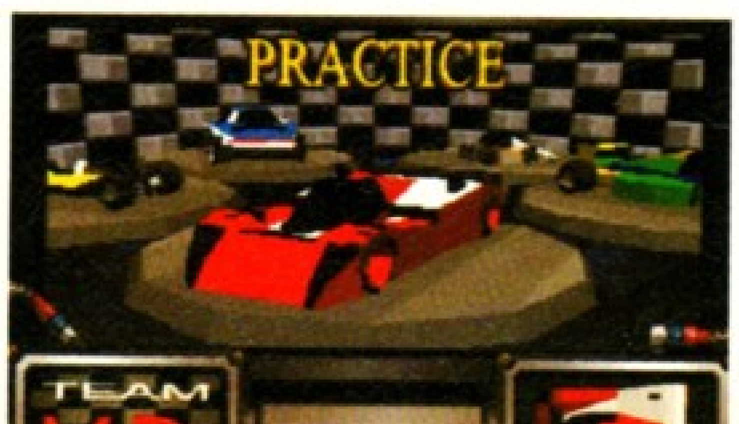
Oh dreary dreary me. We knew this would be a problem, ever since Time Warner announced that they had bought the Virtua Racing licence from AM2. But, we didn't imagine at the time that they would make quite such a pig's ear of the conversion.

When you first play this, it's quite easy to imagine that it is in fact the original Virtua Racing – you'll get the same title screens and even the same option screens. However, what happens after that is really quite strange. Although the course graphics from AM2's original have been transported on to the courses in this title, they really don't look anything like the original. In fact, they look very shabby indeed. In addition, the cars don't handle anything like the original, and feel as if they're floating rather than speeding around a real race track.

Still, if you considered this as a game in its own right rather than something that's linked to AM2, you'd probably come to the conclusion that while it's not going to win any awards for its technical brilliance, it is nice enough to warrant a few plays. You might even find yourself enjoying it if it wasn't for the fact that there are obviously better titles already out there – and that includes the almost-ancient Daytona USA, which still manages to knock spots off this.

I suppose that if you're somehow blind to the wealth of titles on offer, then VR Racing will no doubt please the pants off you. But that would be a bit sad really, wouldn't it?









Mystaria

BY	SEGA
PRICE	£39.99
RATING	★★★

Sega's second foray into the RPG world is at least more instantly accessible than their first release Virtual Hydlide which, even at the best of times seemed rather pointless. Mystaria however, is a much more user friendly affair and goes some way in replicating the brilliant escapades of the Shining Force posse on the Megadrive. Some way, that is. Although the battles are played out in the same grid-like manner and there's plenty of characters to gather together in a gang, the title doesn't really gel together in the way the Shining Force series did. For a start, there's just too much text to read through and this can make the game rather dull plus it's also a bit heavy on the fighting. It seems as though you can't do anything in this game without having a bit if a fight about it, and sometimes the battles are really tough to get through. This, of course, is only part and parcel of the RPG anyway, but things just seem more tedious in this game than they ever did on the Megadrive.

Still, it's not all bad news – the 3D parts look very nice and for people who enjoy these types of games anyway, it will surely be a worthy buy. But, it won't win anyone over who didn't like these types of games in the first place.



Galactic Attack

BY	ACCLAIM
PRICE	£39.99
RATING	★★★

It always happens. With the advent of a new console come plenty of 'classic' titles trying to sneak their way on to the scene. Don't get us wrong or anything, we don't have anything against these titles as such, it's just that we'd never heard of this one until a couple of months back, and it's certainly never appeared in the arcades.

But, it is kind of nice in its own way. However, for a shoot 'em up it does look distinctly dated and seeing as it's a plain vertically scrolling title, it's not very varied either. Until, the game decides to turn into a horizontal shooter that is, then you have to turn your TV on its side to continue the game.

So, while this isn't the most exciting title on the earth, it is pretty good fun, even if it's not in the aren't-those-graphics-awesome department. Will please anyone who's aching to play another shoot 'em up and doesn't have the patience to wait for Panzer Dragoon 2.





Worms

BY	OCEAN
PRICE	£39.99
RATING	★★★









Worms. Don't you just love 'em? No? Well, it seems the rest of the world has gone worms mad recently, and it's all down to this title. Like most of these addictive type games, the concept is extremely simple. Get your army of worms together, tool them up, give them a few weapons and unleash them upon your opponent, who has his very own army of worms. And that's it. Yes, it really is that simple. As you may have noticed from the accompanying screenshots though, this isn't exactly what we'd call a graphical feast. In fact even the Master System could probably handle these graphics at a push, if it wasn't for one of those rendered intros bunged on to the front of the game.

But, as everyone keeps telling us, it's the gameplay that counts, and although this is more suited to crusty old Amiga owners, we have to admit that it does have some strange kind of attraction. And it does grow on you. Although for those who don't get a kick out of worms named after pop stars it's probably best avoided.

ALSO OUT NOW...





CLOCKWORK KNIGHT 2	£39.99	★★★★☆
SIM CITY 2000	£39.99	★★★★☆
MORTAL KOMBAT II	£39.99	★★★☆☆
NBA JAM TOURNAMENT EDITION	£39.99	★★★★☆
WORLD SERIES BASEBALL	£39.99	★★★★☆
NHL HOCKEY	£44.99	★★★★☆
RAYMAN	£44.99	★★★☆☆
THEME PARK	£44.99	★★★★☆
ROBOTICA	£39.99	★★☆☆☆
VIRTUA FIGHTER	£49.99	★★★★☆
DAYTONA USA	£49.99	★★★★★
BUG	£49.99	★★★★★
MYST	£44.99	★★★☆☆
SHINOBI-X	£49.99	★★★☆☆
PANZER DRAGOON	£49.99	★★★★☆
STREETFIGHTER THE MOVIE	£39.99	★★★☆☆
DIGITAL PINBALL	£39.99	★★☆☆☆
CLOCKWORK KNIGHT	£39.99	★★☆☆☆
VICTORY GOAL	£39.99	★★☆☆☆
VIRTUA FIGHTER REMIX	£39.99	★★★★★
PEBBLE BEACH GOLF	£39.99	★★★☆☆
VIRTUA COP	£44.99	★★★★★
JVC VICTORY BOXING	£44.99	★★★★☆
MANSION OF HIDDEN SOULS	£39.99	★★★☆☆
HEBEREKE'S POPOITO	£39.99	★★☆☆☆
CYBER SPEEDWAY	£39.99	★★★★☆
FIRESTORM	£44.99	★★★★☆
GOLDEN AXE	£39.99	★★★☆

CD FILMS / MUSIC

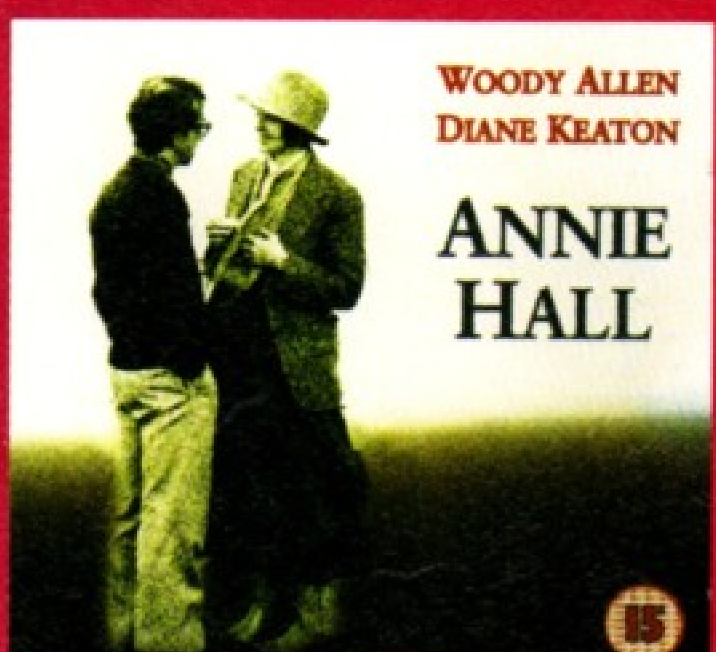


To play any of these titles, you'll need a video cd card, costing £170. See your retailer for more details.

ANNIE HALL

BY POLYGRAM | PRICE £17.99 | RATING ★★★★☆

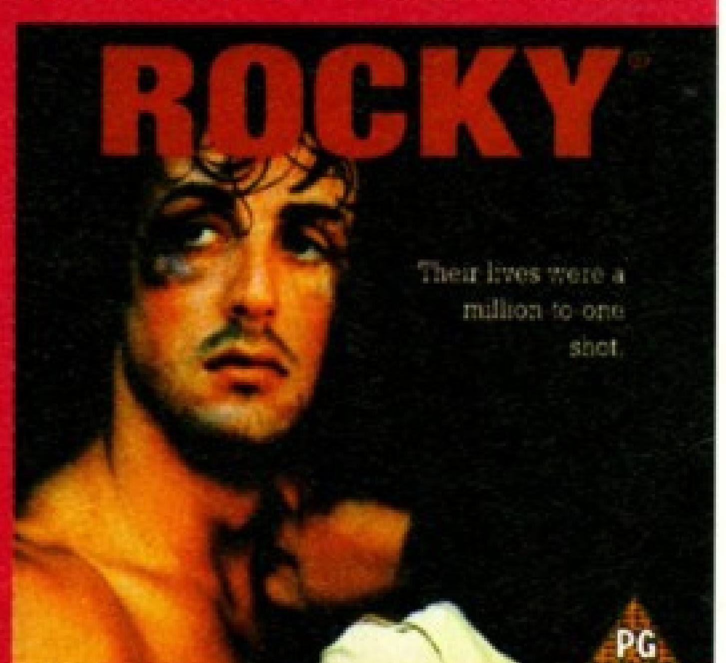
Well this should be good, because it won loads of Oscars. But then so did Forrest Gump, and that's crap. But it looks like the golden slapheads of the Motion Picture Academy were bang on the button with this one, as it's most amusing. Annie Hall is a romantic comedy-type thing with Woody Allen as (surprise surprise) a nervous Jewish bloke chasing (more shocks) Diane Keaton. There are some great moments like when Woody Allen goes to meet his old friend who's sold out and moved to LA only to find him wearing a cyber suit to protect him from the suns rays. Woody Allen at his neurotic best.



ROCKY

BY POLYGRAM | PRICE £17.99 | RATING ★★★★☆

This goes back to when people could quite easily believe that Sylvester Stallone was a bright individual. Partly because no-one knew him from Adam, but also because he wrote this movie as well as starring in it. Yes, he can write. Anyway, no doubt you've seen Rocky a thousand times and can make up your own mind whether you like it or not, but if you're having trouble knowing your own thoughts and need us to tell you what to do, we'd recommend it. It's not the pugilfest the sequels became, but a dramatic and (dare we say) quite sensitive portrayal of an abject failure sorting his neck out. Well done, that Stallone.



THE PINK PANTHER

BY POLYGRAM | PRICE £17.99 | RATING ★★☆☆☆

Peter Sellers has appeared in some really funny films and I always remembered this film as being one of them. But that's because I haven't watched it in about ten trillion years, and the last time I bothered I was about seven. It is, in fact, a bit rubbish. There are plenty of jokes, but most of them are the same one, i.e. Peter Sellers escaping rampant disaster unscathed. It's easy to see how the cartoon of the Pink Panther superceded its celluloid namesake (even though that's full of the same jokes too), as Panther, as we like to call it, has dated pretty badly. Might be worth seeing on the telly, but not worth shelling out cash for.



OCTOPUSSY

BY POLYGRAM | PRICE £17.99 | RATING ★★☆☆☆

This is the James Bond film that no-one talks about. It's got its fair share of exotic locations, super-secret-spy-weapons and hot air balloons and all the usual tat, but for some reason it just bores almost everyone. Roger Moore looks a bit creaky and ancient, and there isn't much of a plot to speak of (mind you, there never is). If you're some kind of manic Bond completist or Roger Moore fetishist you might like it. But then you'll already have taped the inevitable Christmas showing buy now. Anyway, Sean Connery was always the man for the role. As Bond himself might have said "What a boring crock of toss".



next Month

The hits keep coming!

Things are just getting better and brighter for all you lucky Saturn owners. Next month we see the much anticipated arrival of Psygnosis' big two— Wipeout and Destruction Derby! We'll also have news on the Doom-esque Alien Trilogy, more on Panzer Dragoon 2, and reviews of Guardian heroes, Story of Thor and all the latest releases.

Phew! **The excitement's almost too much already! Nurse! Tranquilizers now!**



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We regret that we cannot answer enquiries personally.



the birth of a star...

the ultimate 21st century boy, graces the world stage..

guitar playin', hair sprayin', devil slayin'...

..a string of number one tracks, this boy is bigger than the Beatles





in the grasp of the devil El diablo...

...the god of hellfire covets the stars guitar, help our hero battle for his axe..

it's only rock & roll

..but some things are worth playing for.

JOHNNY bazookatone

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